

**INSIDE:**  
Test Your Own IQ

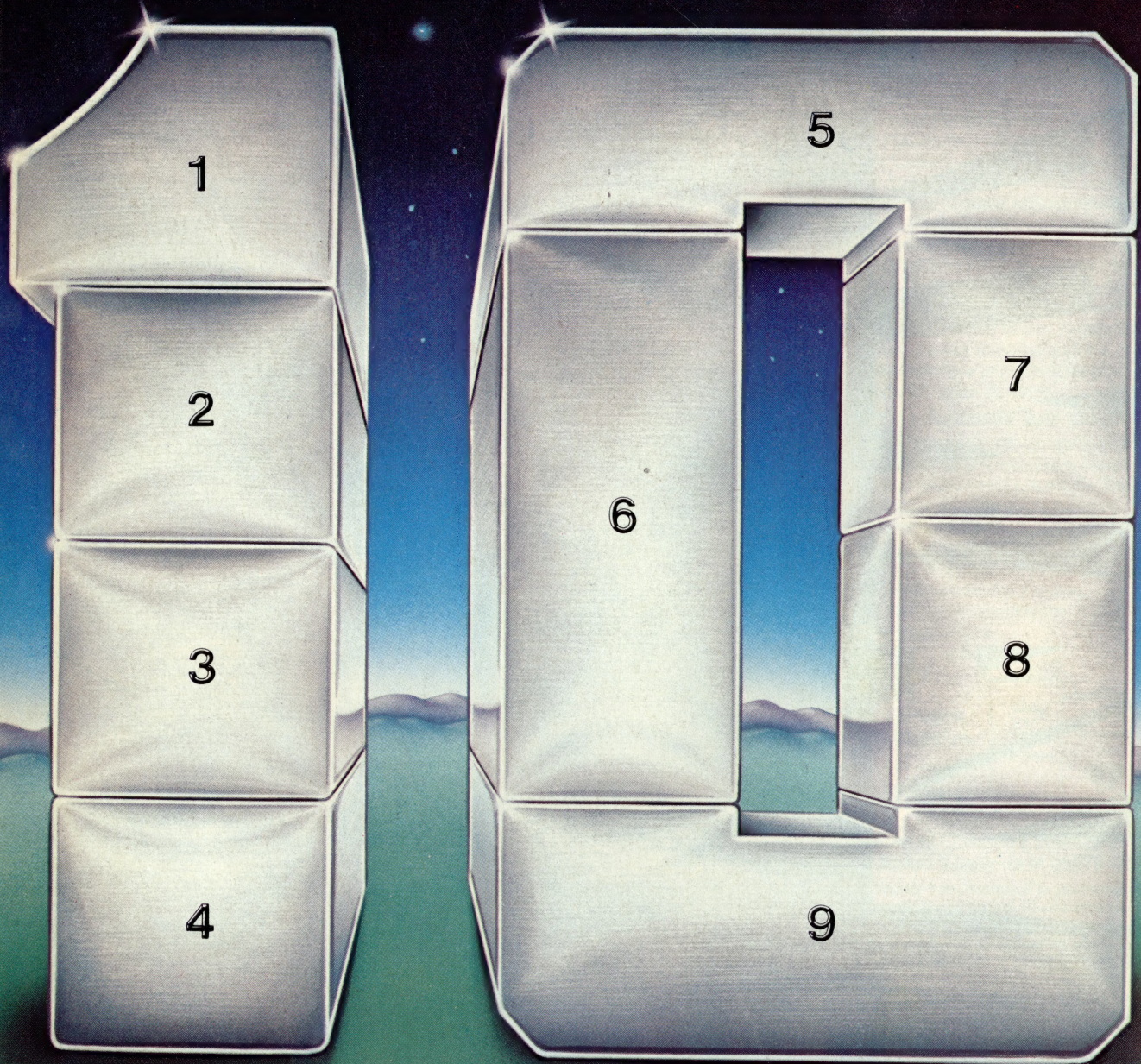
Aug./Sept. 1987

A PERFECT 10

\$2.00/\$2.50 CANADA & FOREIGN

# GAMES

TENTH ANNIVERSARY ISSUE

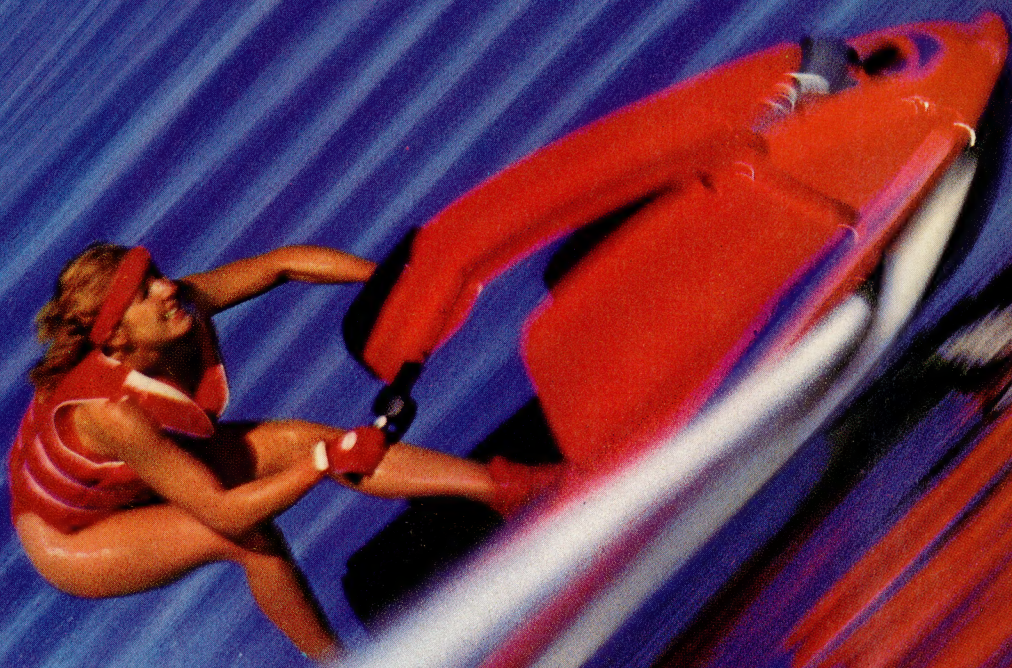


Help us celebrate our birthday by entering our Puzzle Decathlon Contest. The tricky mini-challenges range from a tough crossword to the "Ten Takeaway" brainteaser shown above. Enter your favorite event, or all 10.  
Contest rules, page 28.

**GRAND PRIZE:**  
A Gold Eagle  
Coin

# VANTAGE

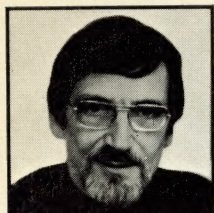
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By Alvin Tresselt,  
Dean of Faculty

# We're looking for people to write children's books

**"Writing for children is the perfect way to take up writing," says the author of 53 children's books. "Your ideas come right out of your own experience. And while it's still a challenge, it's the straightest possible line between you and publication—if you're qualified to seek the success this rewarding field offers."**

If you want to write and get published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life experience. While it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin—to break into print—to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 30 years of editing, publishing, and teaching—and 53 books of my own—I can tell you this: You'll go a long way before you discover anything as rewarding as writing for young readers.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that young people "really like" is an experience you'll never have anywhere else.

## A surprisingly big market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a big market out there for writers who are trained to crack it. More than 130 million young people's books are purchased each year. As many as 2,500 new titles appear annually and new authors account for up to half of them.

There are also 250 monthly magazines looking for material for young readers. You can imagine how much writing it takes just to keep them going! Yet two big questions bedevil nearly every would-be writer. "Am I really qualified?" and "How can I get started?"

## "Am I really qualified?"

This is our definition of a "qualified person": It's someone with an aptitude for writing who can take constructive criticism, learn from it, and turn it into a professional performance. That's the only kind of person we're looking



This old mansion deep in the Connecticut woods has been the home of this workshop for new writers since 1969.

for. The reasons are simple: Our reputation is built on success, and if prospective students don't have the earmarks of success, we probably can't help them. And we tell them so. It's only fair to both of us.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into The Institute without passing it. Those who pass and enroll receive our promise: You will complete at least one manuscript ready to submit to a publisher by the time you finish the Course.

## Learn one-to-one with your own instructor

I've learned a lot about writing for children and I love it. Now I'm passing my knowledge on to my students so they can profit from it. When I'm not writing my own books, I spend my time at The Institute of Children's Literature, a workshop for new writers that does one thing and does it better than any other educational institution I know of: It trains qualified people to write for the young reader.

This is the way I work with my students, and my fellow instructors—all of whom are experienced writers or editors—work more or less the same way.

## Learn at your own pace

When you're ready—at your own time and your own pace—you send your assignment to me and I read it and I reread it to get everything out of it you've put into it.

Then I edit your assignment with a red pencil just the way a publishing house editor would—if he had the time. I return it along with a detailed letter explaining my comments. I tell you what your strong points are, what your weaknesses are, and just what you can do to improve. It's a matter of push and pull with each assignment. You push and I pull and between us both, you learn to write.

## "Now...I am a writer!"

This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that many students break into print even before they finish the Course. We receive hundreds of letters like these from students: "Before taking your Course, the short stories I scribbled for my two tiny tots never caught an editor's fancy," writes Emily

Burns of Salem, OR. "My first sale, to *National Catholic Weekly*, was a Course lesson. Then I sent another Course assignment to a writer's competition and won first prize of \$400!"

Della Domangue, of New Orleans, LA writes: "Having taken several writing courses, I can truthfully say yours was the best. My instructor's personal comments, suggestions and encouragement were invaluable. I also learned the joys of...editors answering you personally."

Marilyn Day of Marissa, IL says, "Now I'm no longer a housewife, I am a *writer*!"

And Mary Carruth, Dublin, CA, writes, "I sent out my first article with a prayer and it was accepted. Your Course, with its structure and support, has been everything I hoped for."

"When I started, I did not really think I had the ability," writes Sister M. Laetitia Mudde, West Haven, CT. "But my instructor made me believe in myself."\*

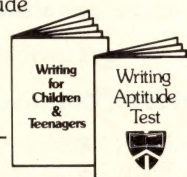
I have a file full of similar letters: People like yourself so full of pride they could easily convince you that it is a pity more people don't take up writing for children.

## Free Writing Aptitude Test offered

To find men and women with an aptitude for writing, our Faculty and Consultants have prepared a four-page Writing Aptitude Test. It is offered free and will be professionally evaluated at no cost to you.

Just mail the coupon below to receive your free Test and 28-page illustrated brochure describing The Institute, our Course, Faculty, and the current market for children's literature. If you demonstrate a true aptitude for writing, you will be eligible to enroll.

But that's up to you.  
**There is no obligation.**



## Get both FREE

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Redding Ridge, Connecticut 06876-0261**

Dear Mr. Tresselt: I am interested in your program to help new writers get started. Please send your free Writing Aptitude Test and 28-page brochure. I understand I am under no obligation whatever and no salesman will visit.

Mr. Mrs. Ms. Miss DL8

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State

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Approved by the  
Connecticut Commissioner of Education

Alvin Tresselt was Vice President and Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine for Children*, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

\*The testimonials in this ad were provided without remuneration and voluntarily by The Institute's students between 1982 and 1985.

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Enter by October 5 for a Chance to Win One of 25 GAMES T-Shirts

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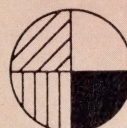
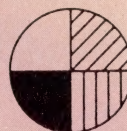
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### DIFFICULTY RATING

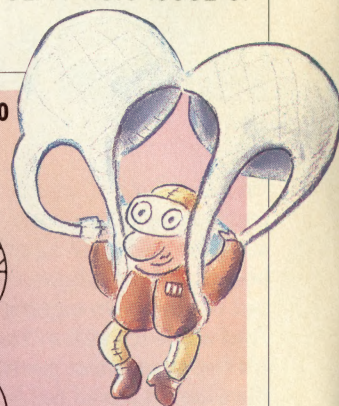
Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★★

Cover Illustration Tom Cushwa Cover Puzzle R. Wayne Schmittberger

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Metro-Goldwyn-Mayer  
presents

JUDY GARLAND  
as

## Dorothy

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\*Plus my state sales tax and a total of \$3. for shipping and handling.

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# Tenth Anniversary Message

Recently, a college student about to enter her senior year told me that her family has been reading *GAMES* since she was 11 years old. It was the first time, I think, that I realized we've been around long enough for some readers to have "grown up with us." It gave me a bit of a shock, but also reason to reflect on the past 10 years.

Since our first issue (September/October 1977), we've changed our logo twice, our frequency twice, and soon we'll have changed our address twice. We've had three owners, four art or design directors, and five editors. But the basic idea of *GAMES* has never changed, and will remain the same for the next 10 years: To entertain and challenge at the same time, and in as many different ways as we can.

If you've been a reader of *GAMES* for any length of time, you know that there is no such thing as a "typical issue." This issue, though, is even less typical than most: Nine pages are devoted to puzzles whose answers will not be revealed until a later issue (although you can get them by sending us a self-addressed stamped envelope). Five of these pages, *counting* the cover, are devoted to a Puzzle Decathlon Contest, which challenges readers to demonstrate their skill in 10 different types of puzzle solving. And crossword fans who were unhappy that we did not hold our usual U. S. Open this summer should take special note of Event #9 (which, like the other events, can be entered without competing in the entire Decathlon). The other four pages without answers are a special IQ test designed for *GAMES* by high-IQ test expert Kevin Langdon. The delay in revealing the test answers will allow proper "norming" of the test (see page 42), and will give readers an opportunity to record an official IQ score as well.

Also in this issue is an assortment of our most popular types of puzzles, including Eyeball Benders (not only the traditional ones on pages 46-47, but some with a novel twist on page 38), a time sequence (page 40), a hidden image puzzle (page 18), and a Call Our Bluff (page 20). Besides the Decathlon, both the word search (page 24) and the Hidden Contest (page ??) have a timely "10" theme. Other highlights include a feature on a computer game company that is truly puzzling (page 14) and the most unusual Contest Results report you've ever seen (Higgledy-Piggledies, page 50). Some of you, with this issue, will also start receiving Pencilwise Plus, a total of 16 extra pages bound into the center of the magazine (see page 22 for more information).

We wish to thank our readers, who may well be the most loyal and devoted followers of any magazine, for their 10 years of support. We promise to work hard to keep all of you puzzled, amused, and entranced for 10 more.

*R. Wayne Schmittberger*

R. Wayne Schmittberger  
Editor

# GAMES

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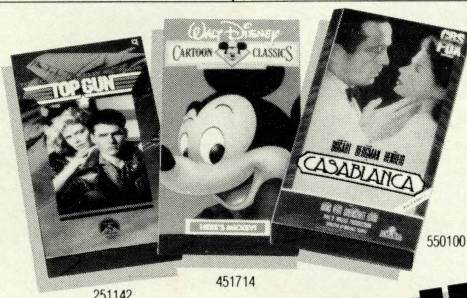
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# LETTERS

## ENVELOPE OF THE MONTH



James Szydowski  
Grand Haven, MI

## NEW DIMENSIONS

Your 3-D Fake Ad (April/May, page 22) may not be so fake after all. According to an article in *TV Guide*, station KABC in Los Angeles televised several 3-D specials during May, topped off by a "3-D Hawaiian Swimsuit Spectacular." The station also produced more than two million 3-D glasses and sold them in 7-Eleven stores throughout Southern California.

D. Ellen March  
Alameda, CA

I really enjoyed your 3-D Fake Ad. Could you have more 3-D posters, puzzles, or even covers in future issues?

Brandon Nelson  
Guelph, Ontario

*Probably not. But we are continuing to publish the usual 2-D issues. Interested in buying our special 2-D glasses?* —Ed.

## BEYOND CHINESE CHECKERS

Since you sometimes publish rules for variations of popular games, your readers might be interested in a new way to play Chinese checkers. It greatly speeds up play and, according to the French magazine *Jeux et stratégie*, is very popular in France.

All the usual rules of Chinese checkers are in effect, with one addition: A piece may jump over another piece (belonging to either player) that lies *any* distance away in the direction of movement. The jumping piece must land on an empty space, and the piece jumped over must lie exactly in the middle of the jump, as in the example below.



A jump may not be made over more than one piece, but multiple jumps may be made in a single turn, in any combination of directions. The old type of jump over an adjacent piece is still allowed, of course, being simply a special case of the new type of jump.

Paddy Smith  
East Windsor, NJ

## CRASH COURSE

In the eyewitness game "At the Scene of the Accident" (June/July, page 24), a convertible is shown with fluid leaking from its front end. The answer says the fluid is gasoline, but it is more likely to be radiator fluid. The gas tank in most cars is located far to the rear and is designed not to spring a leak on impact. So the answer to question 12 ("What immediate hazard was her car causing?") should probably be "obstructing traffic" rather than "leaking gas, while bystander was smoking a cigarette."

Sam Saal  
Highland Park, NJ

## KNOWING THE SCORE

I decided that I would try a simple strategy to solve the game "Score Up" (April/May, page 47), a puzzle game for one player. Much to my dismay, I discovered that if one plays the game as follows, it can be solved mechanically. Start at the upper left and scan across and down. When you get to a legal move, make it and then return to the upper left and scan again. This technique allows you to solve the puzzle with a perfect score of 600. Thus, your comment about 600 points not being easily accomplished may be taken with a large grain of salt.

Stephen James  
Lewisville, TX

*Your strategy does work with the particular opening setup shown in the article, but it won't solve other setups. To create a fresh challenge, vary the starting positions of the pieces by interchanging some of the rows and/or interchanging columns.* —Ed.

## BASEBALL RUN DOWN

In the introduction to your article "Play at the Plate" (June/July, page 42), you state that becoming an umpire is harder than making the roster of the Pittsburgh Pirates. I resent that sarcastic comment about my team. Why couldn't you have said it about the San Diego Padres? After all, at this point the Padres have the worst record in all of baseball.

Ryan Barwell  
Greenville, PA

*OK. Becoming an umpire is harder than making the roster of the Pirates or the Padres.* —Ed.

Loved your baseball umpire quiz. It brought back memories of my college days when I worked as an umpire. That experience leads me to cry foul on question 24, which says a balk can be called during an intentional walk. It is possible, although not probable, that an intentional base on balls may be given when there is no baserunner. In that case, there is no balk and the pitch is just a ball.

Ronald M. Horwitz  
Oak Park, MI

## SUFFERING FROM A CODE

"Send us a code"? (Hidden Contest, April/May). Do you mean area code (mine is 613)? Or perhaps my postal code? Or something in the way of a Morse code? Anyway, here's a cipher pher you: CG/SL IGCGBOUS GLJSE XMY "G AMES" O FMUESYSE G NVODS, GUE LVMNSE PVGP NOPV OULFOYGPOMU GUE IRAV FSYLFOYGPOMU G AMESE MES O AMRDE RUDMGE. Hint: The five vowels A, E, I, O, U are represented here by O, R, M, S, and G, though not necessarily in that order.

Lynne Provencher  
Ottawa, Ontario

ANSWER, PAGE 54

## PAPER SHORTAGE

The Wild Card logic puzzle "Small Change" (June/July, page 51), is set on a planet called Glosia that supposedly has no paper. Yet in the third problem of the puzzle, Princess Lisa is said to have won a contest held by *Names* magazine. If there's no paper on the planet, what was this magazine made of?

Elaine Townsend  
Woodson Terrace, MO

*It was made of flaydis, of course, one of Glosia's most vital exports.* —Ed.

## SHORE THING

It didn't take me long to locate all the images in the "See-Shore Jigsaw Puzzle" (June/July, page 40). It took even less time to recognize that the picture was shot near 14th Street in Ocean City Beach, NJ. Maybe it would have been more challenging if I hadn't gone to Ocean City High School and spent many spring and summer days on the boardwalk and beaches.

Sherry Wehner  
Tuckahoe, NJ

# LAUNDRY

*If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.*

## MISTAKES: JUNE/JULY

There's a misprint in the second word of "Crypto-Changeo!" #1 (page 28), which decodes to OSDINARY instead of ORDINARY. Did yous psoofseades make an essos?

Jane Gardner  
Winnetka, IL

In the "Double Cross" (page 34), ESTES is defined as "Colorado park." But Estes Park is the name of a town, not a park.

Tineke Van Zandt  
Boulder, CO

Your answer to "George Jetson's maid," the Easy Clue for 126-Across (Ornerly Crossword, page 35), is ROSEY, but that cartoon robot's name is really spelled ROSIE.

David Mackey  
York, ME

# WINNER!

Top-rated radar detector beats Passport.  
Costs \$115 less!

*"It produced the earliest warning in our [road] tests."*

Road & Track,  
September, 1986

Only 1 1/4" tall,  
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Shown actual size.

## No doubt who won.

Road & Track magazine recently tested eight popular radar detectors. SNOOPER D-4000 won big. In actual road tests where it counts. Around the corner and over the hill radar ambushes. What about current best-seller Passport? "... second only to the SNOOPER D-4000." Sorry guys.

**Fact:** The SNOOPER D-4000 beats Passport on performance. **Fact:** It costs \$115 less! No doubt who won.

*"The SNOOPER D-4000 produced the earliest warning in our around-the-corner and over-the-hill tests."*

Road & Track, September 1986

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The SNOOPER D-4000 is made in Garland, Texas by Microwave Systems, Inc. — the inventor of solid-state radar detection for cars. The first to use superheterodyne



circuitry. The pioneer in remote devices. Maybe that's why SNOOPER came in first. Innovation and experience!

Until now, the SNOOPER D-4000 has been sold mainly through new car dealers. So you could wait and buy one with your next Porsche, BMW or Corvette. Or you can pick up the phone now and have one in your hands tomorrow. The SNOOPER D-4000 is NOT sold in catalogs, parts stores or discount chains.

## Only \$180! If you can afford one of theirs...

... why not buy TWO of ours? ONE Passport costs \$295. For just another \$65 more than that, you can have TWO of ours. Protect other drivers in your family against radar surveillance, too. SNOOPER D-4000 is the top-performer, and at only \$180, it's the runaway winner for top value.

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The SNOOPER D-4000 is a triple superhet advanced radar detection device. Sniffs

out both X- and K-bands radar, alerts you with a loud audible signal and simultaneous warning light.

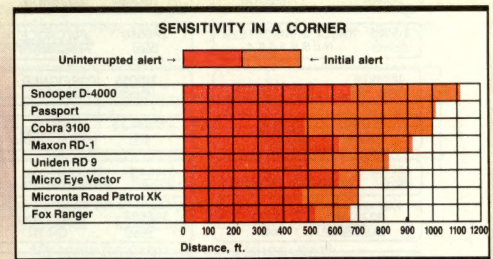
Filters out false alarms, and "dirty" signals from other radar detectors. Comes with visor clip and dashtop mount. Plugs into car cigarette lighter. On/off and highway/city switches. Simple. No complicated dials or bar graphs to slow your reaction time.

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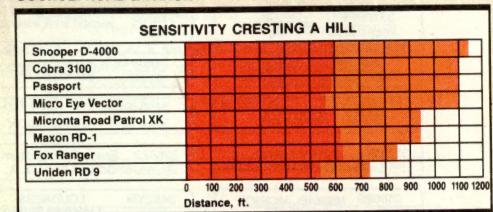
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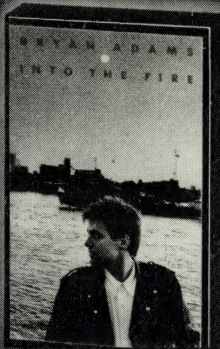
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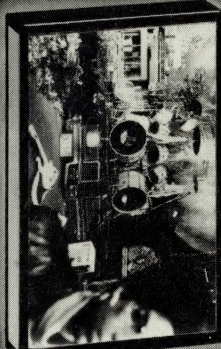
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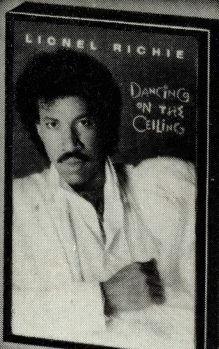
# 12 HOT HITS FOR A



**353946. Bryan Adams—Into the Fire.**  
Title cut; *Heat of the Night*; *Victim of Love*; etc. (A&M)



**355115-395111. Prince—Sign 'O' The Times.**  
Title cut; *Slow Love*; *It's More*. (Paisley Park)



**344721. Lionel Richie—Dancing On the Ceiling.**  
Smash title hit; *Say You, Say Me*. (Motown)



**354456. Night Ranger—Big Life.** *The Secret Of My Success*; *Color Of Your Smile*; etc. (MCA)



**354449. U2—The Joshua Tree.** Hit *With or Without You*; *Red Hill Mining Town*; etc. (Island)

346957* STEVE WINWOOD BACK IN THE HIGH LIFE (ISLAND)	354472* EXPOSE (ARISTA)	353920 SIMPLY RED MEN AND WOMEN (ELEKTRA)	354167 DAN FOGELBERG EXILES (EPIC)	351718* GEORGIA SATELLITES (ELEKTRA)	343319* JANET JACKSON CONTROL (A&M)
350140* PRETENDERS GET CLOSE (SIRE)	342105* BANGLES Different Light (COLUMBIA)	354837* THE THE INFECTED (EPIC)	352328* THE PSYCHEDELIC FURS MIDNIGHT TO MIDNIGHT (COLUMBIA)	354118* JOE JACKSON WILL POWER (A&M)	348318 THE POLICE EVERY BREATH YOU TAKE (A&M)
347153 CYNDI LAUPER True Colors (PORTLAND)	353979* ORIGINAL SOUND TRACK LIGHT OF DAY (CBS ASSOCIATED)	346312 BILLY JOEL THE BRIDGE (COLUMBIA)	353938* GRANDMASTER FLASH BA-DOP-BOOM-BAND (ELEKTRA)	344622* ANITA BAKER RAPTURE (ELEKTRA)	347054 DAVID LEE ROTH EAT 'EM AND SMILE (WARNER BROS.)
353599* IRON MAIDEN SOMEWHERE IN TIME (CAPITOL)	328369* TWISTED SISTER STAY HUNGRY (ATLANTIC)	313031* YES CLASSIC YES (ATLANTIC)	351429* NEW EDITION DANCING ON THE BLUE MOON (MCA)	351197* KROKUS Alive And Screamin' (ARISTA)	323675* OZZY OSBOURNE Bark At The Moon (CBS ASSOCIATED)
340034 PAT BENATAR Seven The Hard Way (CHRYSALIS)	347831* LITTLE RICHARD'S GREATEST HITS RECORDED LIVE (EPIC)	351700* THE KINKS THINK VISUAL (MCA)	324616 CYNDI LAUPER SHE'S SO UNUSUAL (PORTLAND)	335638 THE MANLOW COLLECTION BARRY MANLOW 30 CLASSIC HITS (ARISTA)	352146* STRYPER SOLDIERS UNDER COMMAND (ENIGMA)
353532* SPANDAU BALLET THROUGH THE CARCADES (EPIC)	328302* TINA TURNER PRIVATE DANCER (COLUMBIA)	312389 AC/DC FOR THOSE ABOUT TO ROCK WE SALUTE YOU (MCA)	347271 LIONEL RICHIE DANCING ON THE CEILING (MOTOWN)	350991* LONE JUSTICE SHELTER (GEPFEN)	323345* BLACK SABBATH BORN AGAIN (WARNER BROS.)
339903 THE CARS GREATEST HITS (ELEKTRA)	347765* R.E.M. Life's Rich Pageant (IRS)	351684* ZEBRA 3-V (ATLANTIC)	324582 VAN HALEN 1984 (WARNER BROS.)	334391* WHITNEY HOUSTON (ARISTA)	344242 JOURNEY Raised On Radio (COLUMBIA)
353524* ORIGINAL SOUNDTRACK OVER THE TOP (COLUMBIA)	328245* QUIET RIOT Condition Critical (PUSHA)	336669 STING DREAM OF THE BLUE TURTLES (A&M)	344689* KEEL—THE FINAL FRONTIER (SIRE)	350975* TIMBUK 3 GREETINGS FROM TIMBUK (IRS)	323337 ORIGINAL SOUNDTRACK THE BIG CHILL (MOTOWN)
339200 STEVIE WONDER In Square Circle (TAMLA)	347740* ROUGH CUTT WANTS YOU (WARNER BROS.)	351445* The Alan Parsons Project GAUDI (ARISTA)	324475 PRETENDERS Learning To Crawl (SIRE)	334052 TOM PETTY & THE HEARTBREAKERS SOUTHERN ACCENTS (MCA)	343889* THE FABULOUS THUNDERBOLTS TUFF ENUFF (CBS ASSOCIATED)
353474* SANTANA FREEDOM (COLUMBIA)	327908 SCANDAL WARRIOR (COLUMBIA)	336511* RATT INVASION OF YOUR PRIVACY (ATLANTIC)	344598* KROKUS—CHANGE OF ADDRESS (ARISTA)	350959* IGGY POP BLAH, BLAH, BLAH (A&M)	330183 REO SPEEDWAGON Wheels Are Turnin' (EPIC)
316323 BRUCE SPRINGSTEEN NEBRASKA (COLUMBIA)	246868 JIM CROCE HITS AND MORE HIS GREATEST HITS (SAJA)	313436* MEGADETH PEACE SELLERS BUT WHO'S BUYING? (CAPITOL)	306449 REO SPEEDWAGON HI INFIDELITY (MCA)	333666 GEORGE THOROGOOD AND THE DESTROYERS MAVERICK (EMU/AMERICA)	343830* NARCISO ARTE STAR SEARCH THE WINNERS ALBUM (MCA/CAMEL)
353391* SHEILA E (PAISLEY PARK)	318055 FOREIGNER RECORDS (ATLANTIC)	336305 NIGHT RANGER 7 WISHES (MCA)	344408 NEIL DIAMOND HEADED FOR THE FUTURE (COLUMBIA)	350850* KANSAS POWER (MCA)	353904* ANDY TAYLOR THUNDER (MCA)
337907 LOVENBOY LOVIN' EVERY MINUTE OF IT (COLUMBIA)	346643* ANDREAS VOLLENWEIDER DOWN TO THE MOON (CBS)	351320* LITTLE SHOP OF HORRORS (GEPFEN)	306241 THE DOORS GREATEST HITS (ELEKTRA)	333294 THE FIRM (WARNER BROS.)	343582 VAN HALEN 5150 (WARNER BROS.)
352732* TESLA MECHANICAL RESONANCE (GEPFEN)	314443 NEIL DIAMOND 12 GREATEST HITS vol. 1 (COLUMBIA)	336222* DIRE STRAITS Brothers In Arms (WARNER BROS.)	344366* METALLICA Master Of Puppets (ELEKTRA)	350595* FREDDIE JACKSON JUST LIKE THE FIRST TIME (CAPITOL)	322933* EDDIE MURPHY: COMEDIAN (ENTERTAINMENT)
337832* U2 WAR (ISLAND RECORDS)	346593 QUIET RIOT QR III (PUSHA)	341230* TWISTED SISTER Come Out And Play (ATLANTIC)	323915 BILLY IDOL REBEL YELL (CHRYSALIS)	324986 THE CARS HEARTBEAT CITY (ELEKTRA)	343293 ROLLING STONES DIRTY WORK (RECORDS)
352344* DAVE EDMUNDS BAND LIVE: I HEAR YOU ROCKIN' (COLUMBIA)	349563* RATT DANCING UNDERCOVER (ATLANTIC)	335893* Y & T OPEN FIRE (A&M)	285866 BOSTON DON'T LOOK BACK (EPIC)	350579* ARETHA FRANKLIN ARETHA (ARISTA)	291641 JIMI HENDRIX SMASH HITS (REPRISE)
337659* U2—THE UNFORGETTABLE FIRE (ISLAND RECORDS)	346536 THEN & NOW... THE BEST OF THE MONKEES (ARISTA)	351213 W. A. S. P. INSIDE THE ELECTRIC CIRCUS (CAPITOL)	320630 QUIET RIOT METAL HEALTH (PUSHA)	333260* DAVID LEE ROTH Crazy From The Heat (WARNER BROS.)	343202* ORIGINAL SOUNDTRACK PRETTY IN PINK (A&M)
352294* LOS LOBOS BY THE LIGHT OF THE MOON (SLASH/WARNER BROS.)	348094* ORIGINAL SOUND TRACK STAND BY ME (ATLANTIC)	SELECTIONS WITH TWO NUMBERS ARE 2-RECORD SETS OR DOUBLE-LENGTH TAPES, AND COUNT AS TWO SELECTIONS—WRITE EACH NUMBER IN A SEPARATE BOX			283879* BRUCE SPRINGSTEEN DARKNESS ON THE EDGE OF TOWN (COLUMBIA)
318352 JOURNEY FRONTIERS (COLUMBIA)	346528* DIO INTERMISSION (WARNER BROS.)	354092* THE SMITHS LOUDER THAN BOMBS (SIRE)	351205* BILL COSBY—COSBY AND THE COSBY CLASSICS (WARNER BROS.)	331967 FOREIGNER Agent Provocateur (ATLANTIC)	342790* BLACK SABBATH FANTASY SEVENTH STAR (WARNER BROS.)
352229* CARLY SIMON COMING AROUND AGAIN (ARISTA)	326629 Bruce Springsteen Born In The U.S.A. (COLUMBIA)	308049 CREDENCE CLEARWATER REVIVAL—20 GREATEST HITS 398040 (FANTASY) Featuring John Fogerty	351148* STEVIE NICK VAUGHAN & DOUBLE TROUBLE LIVE ALIVE (EPIC)	350389* WANG CHUNG MOASIC (GEPFEN)	322032* PAT BENATAR LIVE FROM EARTH (CHRYSALIS)
318089 MICHAEL JACKSON THRILLER (EPIC)	346213* LOUDNESS Lightning Strikes (ATCO)	350785* SLY & THE FAMILY STONE—ANTHOLOGY (EPIC)	305359* Bruce Springsteen THE RIVER (COLUMBIA)	306225* AEROSMITH'S GREATEST HITS (COLUMBIA)	342303* JUDAS PRIEST TURBO (COLUMBIA)
352153* STRYPER THE YELLOW AND BLACK ATTACK! (ENIGMA)	326512 NIGHT RANGER Midnight Madness (MCA)	291864 ORIGINAL SOUNDTRACK WOODSTOCK (COTILLON)	346445 THE BEACH BOYS Made In The U.S.A.— Their Greatest Hits (CAPITOL)	350298* VINNIE VINCENT INVASION (CHRYSALIS)	322024 HUEY LEWIS AND THE NEWS—SPORTS (CHRYSALIS)
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351932 THE SMITHEREENS ESPECIALLY FOR YOU (ENIGMA)	325738* RATT OUT OF THE CELLAR (ATLANTIC)	319996 MOTOWN'S 25 #1 HITS 399998 (MOTOWN) FROM 25 YEARS	345314* COME DANCING 395319 (ARISTA) WITH THE KINKS	350074* COREY HEART Fields Of Fire (EMI/AMERICA)	330902* WHAM MAKE IT BIG (COLUMBIA)
337253* DIO SACRED HEART (WARNER BROS.)	345371 AC/DC WHO MADE WHO (ATLANTIC)	342766 VARIOUS ARTISTS' TELEVISION'S GREATEST HITS—50 THEMES FROM THE 50'S AND 60'S (TRVEE TONES)	320705 BOB SEGER & THE SILVER BULLET BAND LIVE BULLET (CAPITOL)	331934* THE BEST OF BILL COSBY (WARNER BROS.)	342097 Barbra Streisand The Broadway Album (COLUMBIA)
351924* TRAFFIC The Low Spark Of High Heeled Boys (ISLAND)	324632* JUDAS PRIEST DEFENDERS OF THE FAITH (COLUMBIA)	324350* THE WHO QUADROPHENIA (MCA)	336396 BILLY JOEL GREATEST HITS (COLUMBIA)	350017* SURVIVOR WHEN SECONDS COUNT (SCOTTI/BROS.)	257279 Bruce Springsteen BORN TO RUN (COLUMBIA)
336693* AC/DC Fly On The Wall (ATLANTIC)	345108* .38 SPECIAL Strength In Numbers (A&M)	331579* ERIC CLAPTON, JEFF BECK & JIMMY PAGE—WHITE BOYS BLUES 391573 (COMPLEX RECORDS)	326140* DIRE STRAITS—Live 396143 (WARNER BROS.) ALCHEMY	331264 BRYAN ADAMS RECKLESS (A&M)	341552 DIONNE WARWICK FRIENDS (ARISTA)

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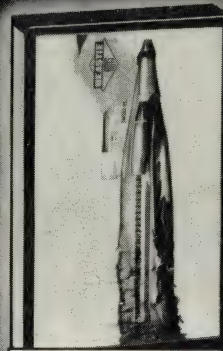
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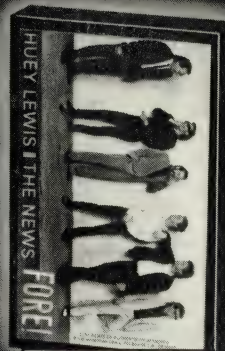
**351122. Europe—The Final Countdown—Rock the Night; Danger on the Track; etc. (Epic)**



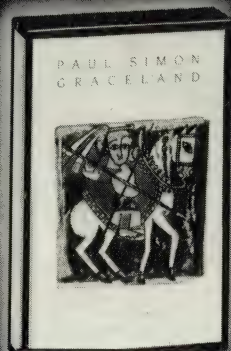
**352666. REO Speedwagon—Life As We Know It. That Ain't Love; etc. (Epic)**



**351692\* Beastie Boys—Licensed to Ill. (You Gotta) Fight For Your Right (To Party); more! (Def Jam/Columbia)**



**347955. Huey Lewis & The News—Fore! Top 10 hit Stuck With You. (Chrysalis)**



**345751. Paul Simon—Graceland. You Can Call Me Al; title cut; many more. (Warner Bros.)**

354514* JODY WATLEY [MCA]	346478 MADONNA [SIRE] TRUE BLUE	353359* WORLD PARTY [CHRISTALIS] Private Revolution	351098* READY FOR THE WORLD [MCA] LONG TIME COMING	353458 BRUCE WILLIS [MCA] THE RETURN OF BRUNO	352658* CLUB NOUVEAU [WARNER BROS.] LIFE, LOVE & PAIN
353607* LOU GRAMM [ATLANTIC] READY OR NOT	354050* CHINA CRUISE [A&M] WHAT PRICE PARADISE	353896* M.A.N.O.W.A.R. [AT&T] FIGHTING THE WORLD	354100* CROWDED HOUSE [CAPITOL]	349571 BOSTON [MCA] THIRD STAGE	348912* LUTHER VANDROSS [EPIC] GIVE ME THE REASON
348979 TINA TURNER [CAPITOL] BREAK EVERY RULE	353805* EUROPE [EPIC] WINGS OF TOMORROW	347039 BILLY IDOL [CHRISTALIS] Whiplash Smile	341347* THE JETS [MCA]	345777* PETER GABRIEL [GEPHEN] SO	349217* PATTY SMYTH [COLUMBIA] NEVER ENOUGH
349589 CHICAGO 18 [WARNER BROS.] Chicago is a registered trademark.	320713 BOB SEGER & THE SILVER BULLET BAND [CAPITOL] NIGHT MOVES	329938 TALKING HEADS [EPIC] Stop Making Sense	340661* DOKKEN [ELEKTRA] Under Lock And Key	347989* DAVID & DAVID [A&M] Boomtown	351825 STRYPER [ENIGMA] TO HELL WITH THE DEVIL
330928* DOKKEN [ELEKTRA] TOOTH AND NAIL	341305* ROBERT PALMER [BLAND] RIPTIDE	348367* The Human League [A&M VIRGIN] CRASH	320499 THE POLICE [A&M] SYNCHRONICITY	347856* QUEENSRYCHE [EWE AMERICA] Rage For Order	347980 GEORGE THOROGOOD AND THE DESTROYERS [EWE AMERICA] LIVE
327742 THE BEST OF KANSAS [CBS ASSOCIATED LABELS]	291435 LED ZEPPELIN IV [ATLANTIC]	328955* DIO [WARNER BROS.] The Last In Line	340455* W.A.S.P. [CAPITOL] The Last Command	318931 BRYAN ADAMS [A&M] Cuts Like A Knife	350397* GREGORY ABBOTT [COLUMBIA] Shake You Down
321380 Barbra Streisand's Greatest Hits, Vol. 2 [COLUMBIA]	351254* THE STEVE MILLER BAND [CAPITOL] LIVING IN THE 20TH CENTURY	348276* TRIUMPH [MCA] THE SPORT OF KINGS	319822 DAVID BOWIE [EWE AMERICA] LETS DANCE	354159* HIP SWAY [COLUMBIA]	353482* GREGG ALLMAN BAND [EPIC] I'M NO ANGEL
348862* 'TIL TUESDAY [EPIC] WELCOME HOME	323774 KENNY ROGERS [LIBERTY] 20 Greatest Hits	328435 PURPLE RAIN PRINCE AND THE NEW POWER GENERATION [WARNER BROS.]			
323261 LIONEL RICHIE [MCA] Can't Slow Down	341222* Y&T [A&M] Down For The Count	327148 THE JACKSON 5 [MCA] GREATEST HITS			
291302* JAMES TAYLOR'S GREATEST HITS [WARNER BROS.]	347161* AMY GRANT [LIBERTY] THE COLLECTION	290171* Steve Miller Band [CAPITOL] Greatest Hits '74-'78			
344358* GTR [A&M]	286807 VAN HALEN [WARNER BROS.]	321307 AIR SUPPLY [A&M] GREATEST HITS			

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☐ **HEAVY METAL\*** Ozzy Osbourne, Tesla, Ratt  
☐ **COUNTRY**  
☐ **SOFT ROCK** Paul Simon, Huey Lewis & The News  
☐ **BLACK MUSIC\*** Luther Vandross, Janet Jackson  
☐ **JAZZ\***  
☐ **POP** Barbra Streisand, Neil Diamond  
☐ **EASY LISTENING** Mantovani Orch., Johnny Mathis  
☐ **CLASSICAL\*** \*no 8-Tracks

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# G A M E B I T S

EDITED BY CURTIS SLEPIAN

## HIS SANDS ARE FULL

It was a strange scene at a party held one evening in the lobby of the Daily News Building in New York City last winter. Amid palm trees and beach umbrellas,

ing windows," Lynas advises. "The Frisbee can scoop, carry water, hold ornamental shells and stones, make curved steps, and tamp off handprints. I also play with it during breaks."

Lynas has turned his beach hours into sand dollars. Since winning GAMES' sand sculpture contest

Lynas turned the fallen rubble into a gigantic, supine facsimile of himself. The sculpture was such a hit the Daily News Building kept it intact and on display for nearly two months.

Despite the money, Lynas would rather be on a warm beach with no deadlines and unlimited sand, working for free. And if the tides quickly wash away his work, no matter. Philosophizes Lynas, "It shows the delicacy of all human creation." —Mark Danna



Lynas's sandworks have taken root in a florist's window.

scores of people danced to the music of a steel band. More unusual still, in the center of the floor was a large makeshift sandbox containing sand sculptures of a five-foot-tall octopus, a minaret, and a 13-foot man.

The sandy creations were the work of G. Augustine Lynas, one of only a handful of professional sand sculptors in the country.

Making artworks of sand has been a lifelong hobby of Lynas, a 45-year-old graphic designer who often spends long summer days on Fire Island, New York, where he conjures out of sand huge, surreal creatures, faces, and cities for his own amusement. Besides his hands, the only tools he uses are a shovel, palette knife, kitchen knife, soup spoon, garden spade, and a Frisbee disc. "Spoons are great for mak-

(July/August 1982; results, June 1983), he has received sand sculpture commissions for a promotion of a hotel on the Caribbean island of St. John, a swimsuit ad, a florist's window, as well as the Daily News Building party.

Lynas's standard fee starts at \$1,000, but he earns it. The night before the party, for example, Lynas spent from dusk to dawn mixing, wetting, shoveling, packing, and conditioning more than 5,000 pounds of sand.

A hose made water more accessible than at the beach. But a problem arose when he didn't know how much water he should combine with the fine white "play" sand and with a coarser, darker type called cowbay. At 3 AM, four towers suddenly became two. Weary but resourceful,

## HOW DO YOU SPELL RELIEF? B-A-T-S

Is the nightly buzzing of mosquitoes keeping you awake? Don't go batty—buy a bat house for your backyard. Bat houses are ideal for bats who need a good day's sleep; and when they're awake, *you* will get a good night's sleep.

According to Merlin Tuttle, head of Bat Conservation International, bats do a better job of keeping a backyard mosquito-free than do special candles, ultrasonic devices, or any other man-made bug deterrent. "Worldwide, bats are by far the most important controller of night-flying

pests," says Tuttle, who has spent most of his life studying them. "Even a small brown bat can catch 600 mosquito-size insects an hour. One large bat colony eats about a quarter of a million pounds of insects every night."

Made of red cedar, the bat house is bottomless, and the size of its compartments is adjustable. The nearer the house is to a body of water, the more likely it will attract bats.

Though people's fear of bats is unfounded, Americans can't seem to shake their bat phobia. Recounts Tuttle, "Once I got a panicked call from a lady who said she and her husband were barricaded inside their house, with towels stuffed into the cracks, hiding from a swarm of bats. I asked her to describe these bats. She said, 'Well, they must be young because they're small, and they're bright orange.' " In fact, the caller and her husband were hiding in terror from a flock of monarch butterflies.

To receive a bat house, send \$29.95, plus \$2.75 for shipping, to Bat Conservation International, P.O. Box 162603, Austin, TX 78716-2603. But first, you'd better check with your neighbors.

—Minda Zetlin



## CHAIRMAN OF THE BOARD

On hand were 89 of the best chess players in the world, including 45 grandmasters, two former world champions (Boris Spassky and Vassily Smyslov), and the current United States champion (Yasser Seirawan), vying for \$61,000 in cash prizes. And that was just the international section. All told, this year's New York Open, which ended April 20, attracted 1,065 players and paid \$175,000 to the winners.

The man responsible for making this annual event the premier open chess tournament in the world is Spanish-born, 50-year-old José Cuchi.

Cuchi, the owner of a



**All the right moves: José Cuchi is the king of the New York Open.**

small jewelry manufacturing business, organized his first chess tournament in 1979, an amateur event with a \$21,000 prize fund. It made a profit. Every tournament Cuchi has organized since then has lost money.

Why does he do it? To make the playing of chess

professionally a worthy goal in America. "The problem," he says, "is the lack of recognition and the lack of financial rewards. People in organized chess put a lot of effort into getting children to play. But a child who plays chess is really in a kind of vacuum. All his friends have their sports heroes.

"A young chess player probably doesn't know the name of the U.S. or even the world champion, and he certainly has no idea that people can play chess for money. His interest is bound to diminish as he grows older.

"The answer is to get exposure for professional chess through large prize funds, good public relations, and bringing the best players in the world here on a regular basis. If professional chess were successful, children would flock to it like flies to honey."

Cuchi's instinct for publicity explains why he scheduled a playoff in case the New York Open resulted in a tie—which it did. The final round saw Seirawan and Hungarian grandmaster Andras Adorjan tied with 8-3 scores; Seirawan won the playoff to become the tournament's sole winner.

"Chess needs winners," says Cuchi. "Open tournaments often end in a tie among several people. If you go to the television people with five or six winners and say, 'Do you want to interview them?'—the answer will be no. But if you say 'I have the winner of the strongest tournament in the world,' the answer may be yes."

—B. H.

## TAKE MY JOKE, PLEASE

The joke was on Chock Full O'Nuts. Last spring, the coffee company sponsored a contest for the "nuttiest comic" in New York City. Thirty budding comedians from the area were whittled

down to a group of five men and women, who performed their best routines at the Carnegie. Not the Hall, but the Deli, a fitting site for a competition emceed and judged by Henny Youngman, king of the one-liners.

Chosen as top funnyman was Rick Siegal, who won \$1,000, star billing at a comedy club in Richmond, Virginia, and a beginner's violin. He also got some free comedic advice from Youngman concerning the violin: "Don't play good."

What does it take to make Henny Youngman laugh? Here are two jokes from Siegal's standout stand-up routine:

"I never understood sushi. But now I figured it out. Sushi is like matzoh. You see, matzoh is around because the Jews were in Egypt and they were about to cook the bread, saw the



Egyptians, didn't have time to let it rise, and therefore . . . matzoh. The Japanese were about to cook the fish, saw Godzilla coming, therefore . . . sushi.

"I was invited down to Washington, and I got to meet the President. We even got into that philosophical debate. You know the one, 'If a tree falls in the forest and there's nobody there, does it make any noise?' And Reagan said, 'What the hell is a tree doing in the forest, anyway?'"

—C. S.

## NATION'S TREASURE

Frank W. Lewis might describe it this way: "Rewrite it for the *Nation's* puzzle anniversary (8)."

That's a cryptic way of saying FORTIETH—as in fortieth anniversary, which Lewis's weekly cryptic crossword in the *Nation*, a political journal, is celebrating this August. (The words IT FOR THE in the clue are an anagram, or "rewrite," of the answer.) It is the longest-running puzzle by any person in any magazine in the country.

Lewis got his start back in 1947 when the original crossword constructor of the *Nation*, Jack Barrett, died. Lewis and another constructor tried out for the position by contributing six sample puzzles each, which appeared in the magazine. In a vote, readers preferred Lewis by a three-to-two margin. More than 2,000 puzzles later, he's still going strong.

"I have very strict rules," says Lewis, 74, who takes

about an hour to make a puzzle. Most of his clues contain a definition of the answer, plus a description of it by means of wordplay. At first, he patterned his puzzles after British crosswords, but later evolved his own style.

Now retired from the National Security Agency, where he worked for 30 years as a cryptanalyst, Lewis creates his puzzles at his home on the tiny island of Montserrat, in the West Indies.

"Even though there is only a small group doing these puzzles," Lewis says, "you've never seen such dedicated followers." A 95-year-old lady in Florida, for example, whose eyesight has failed, solves them by having the clues read to her. And a group in Berkeley, California, known as the ABC River Cluists, meets every week to do Lewis's puzzle orally.

Fortunately for Lewis's devotees, the publisher of the *Nation* is himself a puzzle fan, so Lewis's crossword seems destined for a continued long life.

—W. S.

Announcing the first...

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The Runaway

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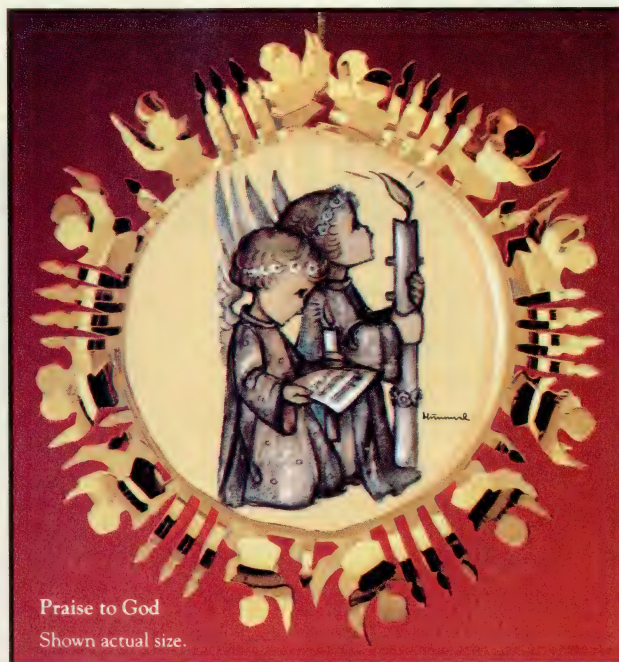
The very convent in Bavaria where Sister Hummel created her beloved art participated in the development of this collection. The paintings are Hummel's most popular, most charming and enduring works. Now they can be displayed on your tree!

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**Unique filigreed frames  
finished in 24kt gold**

Each ornament will be unique—no two are alike. Each frame will be individually filigreed to match the theme of the painting and enhance its beauty. Notice the delicate angels and candles on the frame of the *Praise to God* ornament and the fanciful baby chickens featured on the frame of the *Chick Girl* ornament.

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Shown actual size.

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As a subscriber to this exclusive collection, you will receive an ornament each month. Your original issue price of just \$16.50 per ornament is guaranteed for all thirty-six ornaments in the collection, and you will be billed with each shipment or, you may charge each ornament, as shipped, to VISA or MasterCard.

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grandchildren, and their children will enjoy the magic of these cherished ornaments. Like Christmas itself, this glorious Hummel art will live forever!

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Please accept my reservation to *The First Hummel Gold Christmas Ornament Collection*, a collection of thirty-six Christmas ornaments, featuring the artwork of Sister M.I. Hummel displayed in gleaming 24kt gold finish frames. The cost of each ornament is just \$16.50\*.

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Credit Card Number \_\_\_\_\_

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Allow 8-12 weeks after payment for initial shipment

Z323

# They Take the High-Tech Road to Adventure

*With Infocom's interactive fiction, you don't just read about a search for buried treasure—you take part in one. Take a peek inside the software company that produces some of today's most innovative computer adventure games.*

"YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING."

That simple sentence, though lacking the momentousness of, say, "In the beginning God created the heaven and the earth," proved to have its own modest impact. It is the opening sentence of *Adventure*, the original computer adventure game. *Adventure*

begat *Zork I*, which begat *Zork II*, which begat *Zork III*, which begat *Enchanter*, *Sorcerer*, and *Spellbreaker*. Those games (not counting *Adventure*), and the 20 or so others that the collective

genius known as Infocom has since begotten, have spawned a multi-million-dollar industry: all-text computer adventure games, or, to use the term Infocom prefers, interactive fiction.

An interactive fiction game is a story that requires the hero to find treasures, solve a crime, outsmart an evil sorcerer, or accomplish some other

more or less heroic feat by solving a chain of interlocking puzzles. A puzzle can be as simple as opening a door or as perplexing as figuring out what to do when you meet yourself coming through a warp in time. The player, who is in fact the hero of the story, interacts with the game by telling the computer, via the keyboard, what he wants to do (for instance, GO WEST,



Text appeal: Eye-catching packaging plays a key part in the great popularity of the 27 games Infocom has produced so far.

KNOCK ON THE DOOR). The computer, in turn, provides clues in the course of telling the player what he "sees" and "hears" (see box, page 17).

Although fantasy is a common genre (the *Zork* and *Enchanter* trilogies, for example), interactive fiction comes in many flavors—treasure hunts (*Infidel*), mysteries (*Suspect*), science fiction (*Planetfall*), comedy (*Leather Goddesses of Phobos*)—and can even treat such serious themes as nuclear war (*Trinity*) and totalitarianism (*A Mind Forever Voyaging*).

*Adventure*, the granddaddy of com-

puter adventure games, was programmed by Willie Crowther and Don Woods in the mid-1970s. The only people who could play the game then (it is now available for home computers on the disk *Golden Oldies*, Volume One, from Country Software) were computer researchers with access to Arpanet, a communications network for mainframe computers installed at major research institutions. One of those institutions was the Artificial Intelligence Lab at MIT.

"When *Adventure* arrived at MIT," wrote Infocom game designer Tim Anderson in an article on the history of *Zork*, "the reaction was typical: after everybody spent a lot of time doing nothing but solving the game (it's estimated that *Adventure* set the entire computer industry back two weeks), the true lunatics began to think about how they could do it better."

Among the "true lunatics" at MIT were Anderson, Bruce Daniels, Marc Blank, Dave Lebling, and Joel Berez. By day they sat hunched over computer terminals creating programming tools for the government; by night they sat hunched over computer terminals creating a world.

"*Zork* was done as a midnight programming project, as a reaction to *Adventure*," says Berez, the first and only president of Infocom, a quietly authoritative man of 32 who hardly looks old enough to shave, let alone run a thriving high-tech corporation. "*Adventure* was lots of fun, but with our advanced technology and the literary skills of some of the people involved, we thought we could do a better job."

"*Zork*," a nonsense word popular among MIT hackers in those days, was often used as a working title for programs that were in development, and it was used for the game that would make computing history. In 1979, Berez, Anderson, Lebling, Blank, Chris Reeve, Stu Galley, and a few of their MIT cohorts decided to form a company, mainly to insure that there would be life after MIT. They agreed that the company's name would be Infocom, Inc., that its address would be Cambridge, Massachusetts, and that they didn't know what to do next.

by Burt Hochberg

"We fooled around for a while, thinking of various ideas," says Lebling, the co-author (with Marc Blank) of the mainframe Zork, the Zork trilogy, and Enchanter, and the author of Starcross, Suspect, Spellbreaker, and The Lurking Horror. Lebling had been a political science major at MIT before he found his true calling at the Artificial Intelligence Lab. "Then Marc and Joel brought up the subject of Zork. 'This silly thing may have

ware, Inc. took it on in June 1980, began selling a TRS-80 version in December, and in nine months had sold a grand total of 1,500 copies—not a number to make an entrepreneur drool, but it was a start. An Apple version, released in early 1981, did better: Greeted by enthusiastic reviews, it sold more than 6,000 copies in eight months.

Thus encouraged, in June 1981 Infocom licensed its second product, Zork

adventure games but text-only adventure games—the company's success has been remarkable. While makers of adventure games that use graphics have come and gone, Infocom remains near the top of the heap. As it turns out, their opting for all-text games has proven to be anything but a liability: Since no memory is wasted on pictures, Infocom's games can achieve a greater complexity, which seems to translate into greater sales. To date,



commercial potential,' they said. 'We'll never get something exactly like it on a microcomputer, but we can certainly get a piece of it.' So we sat down and chopped it into chunks."

The final version of the mainframe Zork was twice the size of Adventure, and with new material added during the conversion, it proved to have more than enough chunks for three games: Zorks I, II, and III.

Now that the company had a product, the next problems were manufacturing and marketing it. With no factory, no business experience (Berez was then attending business school), and only enough money to buy lunch for a week, the young executives decided to offer their game to software publishers. Personal Soft-

**Holding the enviable job of game tester is a crew hungry to catch bugs (from left to right): Max Buxton, Tom Veldran, Liz Cyr-Jones, Martin Price, Andrew Briggs, Gary Brennan, and Matt Hillman.**

II, to Personal Software. But it soon became clear that Infocom and Personal Software were not a happy couple.

So Berez, et al. decided to go it alone. With the royalties they had earned on Zork I, plus an appallingly large part of their life savings and a bank loan, they moved into a larger office, bought equipment, and hired a staff. Infocom was on its way.

Considering the severe restrictions Infocom placed on its product—not just software but games, not just games but adventure games, not just

Zork I has sold half a million copies, all three Zorks nearly one million; the Hitchhiker's Guide to the Galaxy has sold 250,000 copies since its release in the fall of 1985; and 50,000 copies of Leather Goddesses of Phobos were sold in its first 10 weeks. Last year the company grossed a cool \$10 million, and that is a number to make an entrepreneur drool.

What is it about Infocom games that makes so many people so eager to part with \$40 or \$50 to get one? "We have an endless debate about what people enjoy in our games," says Berez. "But after doing two dozen or so of them, we've learned a lot about what makes this particular form of entertainment appealing."

First, there are the intriguing sto-



After a tough day on the terminal plotting adventure stories, the writers relax by racing crabs: (from left to right) Stu Galley, Dave Lebling, Brian Moriarty, Amy Briggs, Dave Anderson, and Jeff O'Neill.

ries, strong plots, believable situations, and colorful locations that get the player involved and make him eager to find out what happens next.

Then there's the evocative writing, which is particularly important in the absence of pictures. "Without pictures," says Berez, "all that's left is your imagination."

Also important is the innovative packaging, designed by Carl Genatosio and his Creative Services department. Each game comes with an instruction manual (written by Elizabeth Langosy), a magazine or comic book (or, in the case of a mystery game, an evidence dossier) containing various direct or oblique hints, and a useful gadget (a decoder, a scratch 'n' sniff card, a balloon). Says Genatosio, "Since we don't have graphics in our games, we put the graphics in the package."



Steve Meretzky's own quest has taken him from constructing buildings to constructing puzzles.

Finally there are the puzzles.

Here's Steve Meretzky, a 30-year-old MIT graduate and former construction project manager who came to Infocom as a part-time tester and went on to create Planetfall, Sorcerer, Hitchhiker (with Douglas Adams), and others: "At any given

point there should be lots of puzzles confronting you, and you shouldn't necessarily know which ones can be solved at that point. If at any moment there were only one puzzle to work on, the story line would be much more linear and you would lose one of the main aspects of interactive fiction."

What makes for a good puzzle?

Though Meretzky has no definitive answer, he does say a puzzle "should be logical, according to the logic of the game's universe. In a fantasy game, a puzzle can rely on magic, but the magic must be consistent throughout the game. A puzzle should be original in some way, not just a rehash of an earlier puzzle with different objects."

Meretzky knows whereof he speaks. He's the creator of one of the most elegant puzzles in the entire Infocom oeuvre: the time-travel paradox in Sorcerer. The paradox results from meeting yourself when you are older—which means, of course, that when you are older, you meet yourself when you are younger. So that this can occur, the younger you receives from the older you a combination to a lock. The combination enables you to progress long enough to become the older you, at which time you must realize that it is essential to give the combination to the younger you. Otherwise you'll both cease to exist. Got it? Well, you have to be there.

Fairness, or the lack of it, is another quality Infocom checks for in its puzzles. "That's one of the things our testers look for," says Lebling. "Is the writer pulling a rabbit out of a hat or do you see the fuzzy ears first?"

One earless rabbit turned up during the testing of Hollywood Hijinx, a tricky treasure hunt in the Malibu mansion of Buddy Burbank, king of the B-movies. The game begins in front of the mansion, where you see a statue. Before being able to solve a puzzle, you must recognize that the statue can be moved. When the tes-

ters complained that forcing players to discover this fact on their own was asking too much, the program was modified. Now, if you move to another location and then return to the statue, the computer tells you that its position has changed (you'll have to figure out for yourself why that's important).

But an Infocom game is much more than just a well-written story with puzzles—it is also a computer program, and the programming is inseparably intertwined with the writing.

The writers work directly on computer terminals, inputting a combination of computer code (the program itself) and English text (what the player sees on the screen). "Sometimes you have only a sketchy outline and are just beginning to coalesce the geography [of the world the player moves in]," says Meretzky. "Sometimes the geography coalesces around the puzzles. Sometimes it's both together."

Sometimes there's no coalescing at all. Getting stuck is a writer's occupational hazard, and Infocom writers suffer just like all other writers. Recognizing their creative agonies, Infocom has seen to it that they don't suffer alone. Each Tuesday all the writers gather for lunch in the conference room and spend two or three hours suffering together. Here they bounce ideas (also paper cups, scrunched-up lunch wrappers, and pencils) off one another, fly paper airplanes, and discuss what Lebling describes as "general garbage like Toobies and Shirley MacLaine's reincarnation theories, rumors, puzzles, the best way to do something in a story, and progress reports."

A game of interactive fiction is an intricate mechanism. Gremlins lurk everywhere, and they have a disconcerting way of popping up when least expected.

"It's very rare these days for a customer to find a serious bug," says Meretzky, himself a former tester. "But in the early days, when we had only one or two testers, it wasn't too uncommon for a game to go out with three or four crashes in it."

The worst example of a crash, in his



Infocom founder and president Joel Berez has turned interactive fiction into a profitable reality.

# Whipping the Leather Goddesses

**O**ne of Infocom's most successful recent games is Steve Meretzky's *Leather Goddesses of Phobos* (reviewed in *GAMES*, January 1987), a spoof of 1930s-style pulp science fiction. What follows is an excerpt that displays Infocom's characteristically irreverent wit and clever, demanding puzzles. So as not to spoil the fun for any purchaser of the game, the solution to the puzzle isn't in the Answer section; however, the excerpt includes everything you need to know to solve it. The player's typed commands are preceded by an arrow and are printed in capital letters, and the computer's response follows each command. —B. H.

*You have been captured by the Leather Goddesses of Phobos, who want to enslave all Earthmen. You manage to escape and now find yourself on Mars standing before a castle, at the start of a quest for certain items that will enable you to defeat the Leather Goddesses.*

This ancient castle now lies in ruins. (It's no wonder this section of Mars is considered the Ruined Castle Capital of the Solar System.) All that remains of its once-proud ramparts are dust and rubble, and an occasional stone block. A path leads away from the ruin to the west. To the east: unchartable desert.

Sitting on one of the stone blocks is a large green frog. Something about it catches your eye.

> EXAMINE FROG

You realize what aroused your attention: the tiny gold crown on the frog's head. The frog is otherwise totally ordinary. Ordinary for a frog, that is. By any other measure it is a repulsive creature, with swollen eyes, oozing warts, slimy skin, and a grating croak.

> TALK TO FROG

"Ribit."

> TAKE CROWN

It would take considerably more royal blood than you've got to wear this royal crown.

> TAKE FROG

Think again, humanoid.

[Suddenly you have a brainstorm ...]

> KISS FROG

You lean forward, but just as you are about to kiss the frog the sight of its green warts and slimy skin make it impossible to continue.

> CLOSE EYES

Your eyes are now closed.

> KISS FROG

You lean forward with your eyes closed, but just as you are about to kiss the frog the stench of old pond scum overwhelms you, and you lurch back, retching.

> HOLD NOSE

You can't do that with your hands full!

> DROP ALL

clothes pin: Dropped.

stick of lip balm: Dropped.

wicker basket: Dropped.

flashlight: Dropped.

tray: Dropped.

> HOLD NOSE

Okay, you're now covering your nose with your hands.

> KISS FROG

You lean forward with your eyes closed and your nose shut, but just as you are about to kiss the frog the creature lets loose a loud, croaking "ribit." You admit that you are incapable of kissing under such circumstances.

> TAKE CLOTHES PIN

You'll have to open your eyes first.

> OPEN EYES

You can once again sense with your eyes.

> TAKE CLOTHES PIN

You can't pick up anything while using your hands to cover your nose.

> LET GO OF NOSE

You can once again sense with your nose.

> TAKE CLOTHES PIN

Taken.

> PUT CLOTHES PIN ON NOSE

You pin your proboscis.

> CLOSE EYES

Your eyes are now closed.

> PUT HAND OVER EARS

Many sounds seem muffled now that you're covering your ears with your hands.

> KISS FROG

You lean forward with your eyes closed, your nose shut, and your ears covered, but just as you are about to kiss the frog the thought of slimy frog lips pressing against your own makes you shudder away...

view, was in the first released version of *Zork III*. Near the end of the game you must leave an object in front of a beam of light to open a door. Soon you meet the Dungeon Master outside a prison cell. You go south to enter the cell, the DM pushes a few buttons, the cell (with you in it) is teleported to the *Zork* treasure room, you exit north from the cell, claim the treasure, and win the game. But if you had your sword with you when the cell teleported, the game "crashed" (computer jargon for "stopped abruptly for no damn reason").

The problem was traced to the program that relates to the sword. As every *Zork* player knows, the sword glows blue when danger is near. The program accomplishes this by having the sword "look" behind each exit in turn. If it sees trouble, it glows. When the cell teleported, the sword tried to check all the exits and found two in the same direction—the original one leading north to the room with the DM (even though that room was no longer there, the exit was still part of the cell), and the new one leading north to the treasure. The program became hopelessly confused and went into an infinite loop, crashing the game.

As a result of that crash (and others), Infocom developed an exhaustive, three-phase testing process that takes four to five months and involves, at different times, 35 to 40 people.

First comes "pre-alpha" testing. When a writer has completed the skeleton of a game, it's informally checked to see that it has no obvious defects and that the main line of the plot can be followed to the end. If it passes, it's ready for "alpha."

**A** typical game goes into alpha having "on the order of 4,000 bugs," says tester Max Buxton. "Maybe 50 percent are spelling and punctuation errors, extra spaces, missing blank lines, and so on. Maybe one percent are crashes."

This certainly keeps Infocom's five full-time testers on their toes during the two to three months it takes them, working separately, to test a game. Tester Gary Brennan, 30, a former graduate student in biochemistry at Harvard, delights in using his science background to catch the writers in scientific flagrante delicto. "I try to make sure that the sun is in the right position," he says, "or if you're in out-

(CONTINUED ON PAGE 52)

# WINGING IT

A Hidden Image Puzzle ★★

Illustration by Lars and Lois Hokanson



Ordinarily, these plumage-packed woods would make a birdwatcher's heart take flight. Unfortunately, the birds in the scene have blended themselves so effectively into the trees, foliage, and sky, it'll take an ea-

gle eye to spot all 26 of them. But don't grouse: Finding at least 20 hidden birds is a challenge no bird fancier should duck. If you can also name each bird, count it as a feather in your cap.

ANSWERS, PAGE 60



# NAMESAKES

Call Our Bluff Reveals Some Eponymous Etymologies

By Neil Steinberg

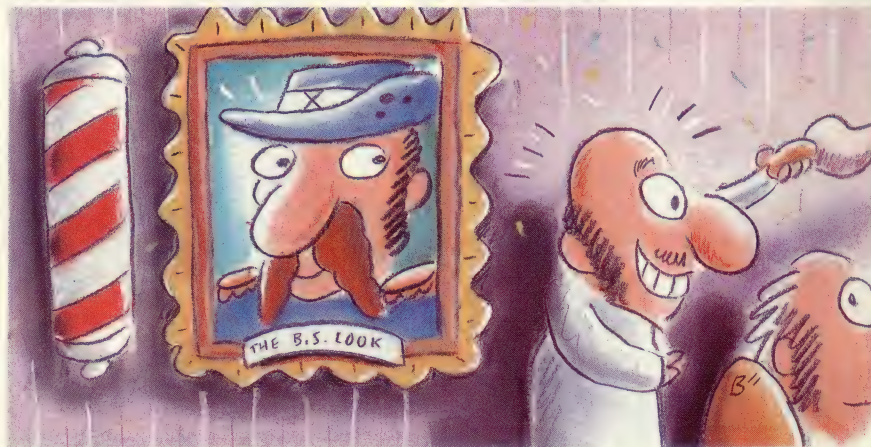
☆☆

**I**t was on a visit to the local Genealogical Society that Jeremy Piltown boasted to us about his family tree. Jeremy, that doyen of duplicity, claimed that several of his distant relations were eponyms—people who, through some extraordinary quality or twist of fate, have had things named after them. Among his famous forebears, claimed Jeremy, were Arthur Velos, a physicist who measured a body's motion, or "velocity," and Dame Lydia Kiwi, a naturalist who discovered the New Zealand fruit.

We didn't believe a word about Velos or Kiwi. But we weren't so sure about the origins of other words Jeremy described to us. Can you tell which eponyms are the real McCoy and which are Jeremy's gargantuan lies?

ANSWERS, PAGE 58

## A Hairy Situation



Ambrose E. Burnside was not the greatest Union general in the Civil War—he was a key reason the Union lost the first battle of Bull Run—but he cut a fine figure. He was a big man, with ample, bushy whiskers billowing around a cleanshaven chin.

Though fame eluded Burnside on the battlefield, he found it at the barber's. After the war, Burnside's style of wearing whiskers became so popular, they were dubbed "burnsides." Over the years, the name was transposed to the current "sideburns."

## Tights Squeeze

Perhaps Jules Leotard had a lot to be vain about. One of France's most famous aerialists in the 19th century, he perfected the aerial somersault, among other acrobatic feats, and

starred in the Cirque Napoleon in Paris and the Alhambra in London. To show off what he described as his "best features," he wore a tightfitting, one-piece elastic garment that in the dance world became known as a "leotard."

## Plastic Personality



Every day an average of 75,000 Tupperware parties are held around the world. But 45 years ago, there was just Earl S. Tupper, a small businessman who sold toothbrushes, combs, and, in 1942, a line of airtight plastic containers he named after himself. Tupperware proved wildly successful, not only as a convenient household product, but also as a symbol of American life itself. So much so that examples of Tupper's durable creations can be seen on display in New York's Museum of Modern Art. Tupper ended his days a millionaire living with his family in Costa Rica.

## Parr for the Course

Albert Parr was a professional landscaper and a fairly good golfer. With few challenging golf courses around his home in Nashville, Tennessee, in the 1920s, he started designing his own, and soon he began laying out links full time. In a little ritual he developed to flatter his customers, Parr would take the owner on an inaugural round as soon as the course was finished. Club owners began posting the first score card—with their scores and Parr's—in the clubhouse. Subsequent golfers would take Parr's scores as the norm when playing their own games, and by the late 1930s "par" (the second R was dropped) stood for the standard score for each hole on a course.

ILLUSTRATIONS BY GARY BASEMAN

## Going Crackers

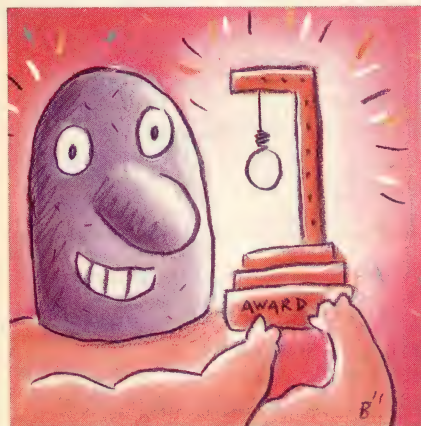
Though he was dismissed as a crank, with newspapers dubbing him "the Peristaltic Persuader," the Reverend Sylvester W. Graham was a man ahead of his time. A Presbyterian preacher who traveled the country in the 1840s, Graham delivered sermons on the nutritional evils of eating white bread and meat. He also stressed the importance of moving one's bowels once a day, which earned him his peculiar nickname. To help his followers perform their daily duty, Graham developed a special whole wheat wafer that still bears his name—the graham cracker.

## Shadow and Substance

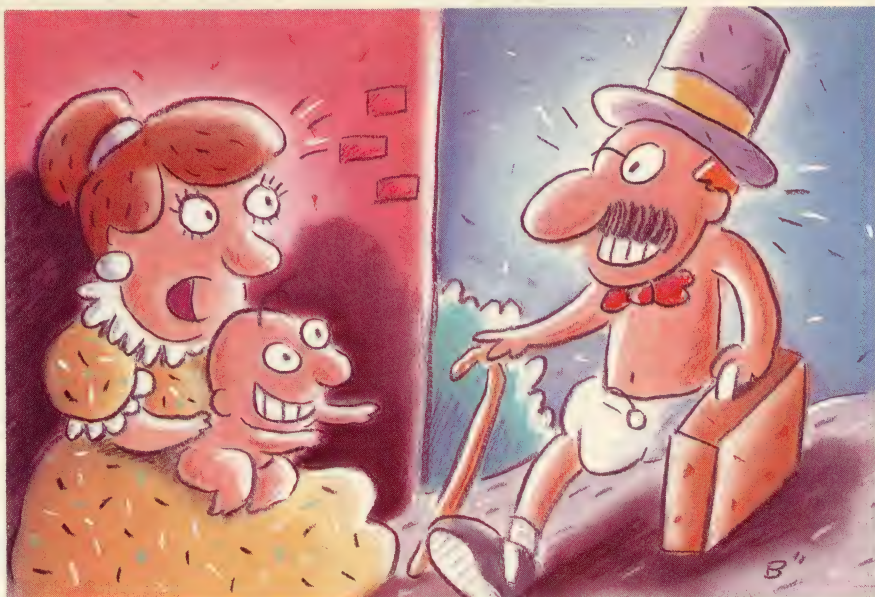
M. Etienne de Silhouette, the controller-general of France in 1757, zealously applied himself to the task of fiscal reform. But when he began to levy stiff taxes on the common people, they responded with loud protests. After only eight months, Silhouette left the ministry in a hail of ridicule. Because of his belt-tightening measures, tailors made special cheap pants without pockets, terming them "à la Silhouette"; and the small shadow portraits of cut black paper, popular at the time, were so inexpensive they were derisively labeled "silhouettes." The name stuck.

## Getting the Hang of It

The mists of history have almost shrouded a man named Derick, a hangman who lived in London during the time of Shakespeare. All we know of him is that he plied his trade at Tyburn Prison, and was so good at it that his name was absorbed into the language—first meaning a gallows, then, with an extra R, to mean any apparatus used for hoisting.



## The Great Cover Up



In an era when fortunes were being made by barbed wire magnates and sewing machine tycoons, Charles Diaper, an ambitious yard goods peddler, knew that he could make his million if he could only create the right product. In 1873, he walked the streets of New York until one day, the story goes, while watching naked infants play on

a tenement stoop, his own million-dollar idea struck him. Advertisements for "Diaper's Sanitary Garment for Babies" convinced a new generation of mothers that their babies' very lives would be in peril unless their behinds were swaddled in the triangular cloth forever linked with Diaper's name.

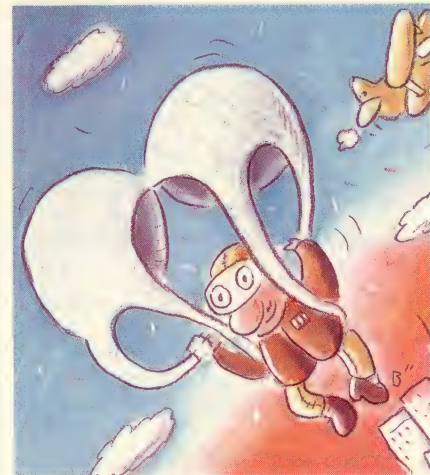
## Sax Appeal

If there was one thing the Paris musical world was not looking for in the 1840s, it was a new type of musical instrument. And especially not from a headstrong young Belgian named Antoine Joseph Sax, who had just arrived with several models of an instrument he had invented in Brussels. Sax had originally intended the instrument to be a kind of bass clarinet, but it didn't work out that way. His efforts to break into the Paris market were rewarded when Sax landed a commission with the French army, after a special competition convinced observers that Sax's instruments had a superior sound to the horns, oboes, and bassoons of the military band. Fans of the saxophone have been commenting upon this distinction ever since.

## Means of Support

Phillipe de Brassiere did not invent the feminine undergarment that bears his name. That distinction history grants to Otto Titzling. Titzling was a German immigrant who worked in his uncle's undergarment factory, manu-

facturing bone corsets. When he heard of the difficulties amply endowed opera singer Swanhilda Olafsen was suffering due to lack of support, Titzling invented an elastic chest halter, but unfortunately for him, neglected to patent it. Titzling's loss was Brassiere's gain. The former



French World War I flying ace and Paris dress designer moved to New York, appropriated Titzling's design, added a few lacy flourishes of his own, and earned his name a niche in history.

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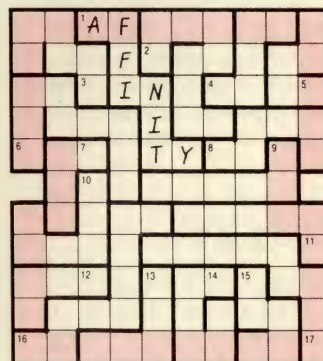
### INSIDE AND OUT

By Will Shortz

★★

Each sentence below has a hidden word that is defined somewhere in the line. For example, sentence #1 conceals the word *Amiralty*, which is defined as "liking." (The number of letters in the answer is shown in parentheses.) Enter each answer in the grid beginning in the appropriately numbered square and proceeding along the outlined path. When all the answers have been entered in this way, the shaded squares on the grid's border—starting in the upper left corner and reading clockwise—will spell a quote by Christopher Morley.

1. By covering the sheet with paraffin, it yielded a luster to the worker's (liking) (6)
2. If the girls look promising, let one try out for the team. (9)
3. The sound of the bird in Handel's oratorio left me bewildered. (6)
4. Seven visitors remained in part of New England. (5)
5. The darkness had everyone scared. (5)
6. Ray, the clean-up man, described the circus to Diana. (9)
7. The hungry fox encircled the sleeping farm animals. (4)
8. We discussed a political theory of freedom in our philosophy class. (6)
9. Our next entry in the talent competition shows room for improvement. (6)
10. It's hard to overcome a downwind in a field of expert bicyclists. (6)
11. The metal pin enabled me to fix the Swiss watch. (6)
12. Several taxpayers don't think the rate adjustment is fair. (4)
13. The Indian language is behind in the development of new words. (5)
14. Father ran downtown on a quick trip to the store. (6)



15. We need to repair a diode in the receiver. (5)
16. Martha taught the yogi some tricky kind of exercises. (9)
17. Color showed in the violent anger in each man's face. (9)

PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

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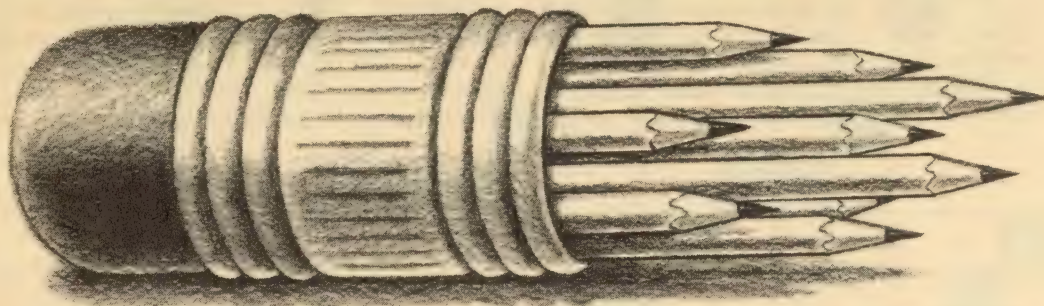
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# PENCILWISE



## MARCHING BANDS ★★

BY MIKE SHENK

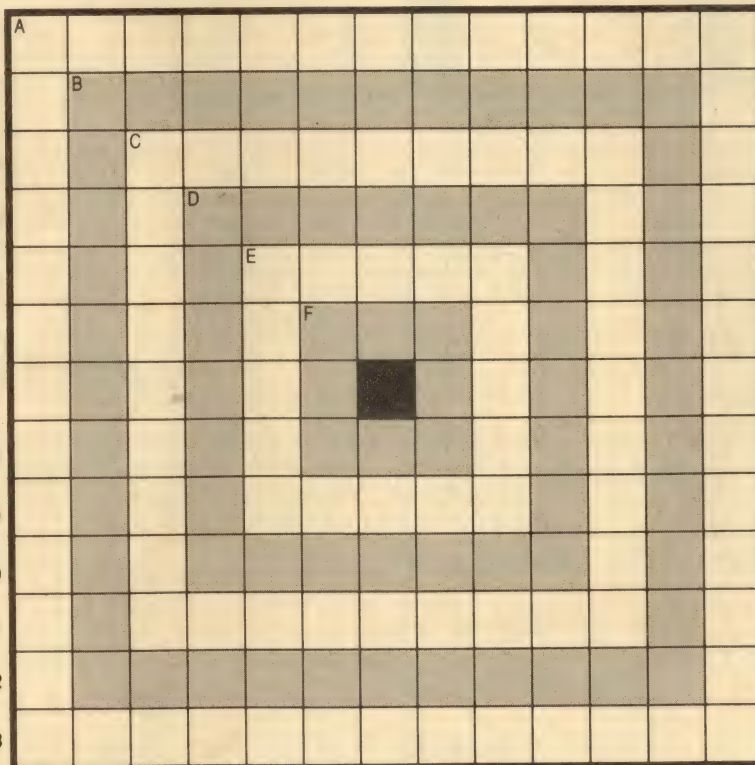
The words in this puzzle march around the grid in two ways. In one formation ("Rows"), words march across—two words for each numbered line, reading consecutively from left to right. The dividing point between these answers is for you to determine, except in row 7, where the words are separated by a black square. In the second formation ("Bands"), words march around each of the six shaded and unshaded bands, starting at the lettered squares (A, B, C, D, E, and F) and proceeding in a clockwise direction, one word after another.

For example, Band "A," when filled, will contain six consecutive words (a through f) starting in square "A" and reading around the perimeter of the grid. Band "B" will contain a series of seven words (a through g) starting in square "B." Again, the dividing point between these answers is for you to determine. All clues are given in order. When the puzzle is completed, each square in the grid will have been used once in a Row word and once in a Band word.

ANSWER, PAGE 57

### ROWS

- 1 a Plain to see  
b Hong Kong "taxi"
- 2 a Few and far between  
b Priest's garb
- 3 a Telling tales  
b Classic record
- 4 a Western or Spanish, e.g.  
b Meet \_\_\_\_ (compromise)
- 5 a Harangue  
b Put pages in order
- 6 a Psyched up  
b Increased in extent
- 7 a Bequest  
b Idolize
- 8 a *Exodus* author  
b One kind of vote
- 9 a Cough medicine ingredient  
b *Chico and the Man* setting
- 10 a Farthest  
b Official seal



- 11 a Served the champagne  
b Vacation from work

- 12 a Rifle accessory  
b About 35 ounces

- 13 a Shade of linen  
b Swing back and forth

### BANDS

- A a Extra takings in bridge  
b Nickname of Natty Bumppo  
c Take out  
d Tinny, e.g.  
e Wellspring  
f Market players
- B a Space distance unit  
b Law firm employee  
c Frenzy  
d What a ship ships  
e Similar to  
f Pennsylvania's \_\_\_\_ Mountains  
g Government
- C a Forum language  
b *Conscience of a Conservative* author  
c Queen \_\_\_\_ lace  
d Ordered  
e Gilbert and Sullivan operetta
- D a Deadly  
b Strawberry, e.g.  
c Essence  
d A few  
e Chronicle
- E a Plunging neckline  
b Uncle's girl
- F a Only just

## IN 10 DED ANSWERS ★★

BY RUTH FREEDMAN AND SALLY VANDERWERF

## A 10th Anniversary Word Search

In honor of GAMES's 10th anniversary, we've put together a word search in which each of the 60 hidden words contains the consecutive letters T-E-N. To make things a bit more interesting, we've replaced those letters with IO wherever they appear in the grid. Thus, the word ANTENNA is hidden as ANIONA. Each answer word is at least seven letters long (when spelled

normally), so you can circle BARTENDER (which is in the grid) but not TENDER. As usual, answers may read horizontally, vertically, or diagonally, but always in a straight line. Persistent solvers should be able to find at least 40 words without a word list. Only the most ingenious will find all 60. For help, the complete word list appears on page 54

**ANSWERS, PAGE 60**

ANSWERS, PAGE 60

	B	I O S I O N
A A	S W I D E I O T E S	
R O R	T E D H O F A R C T C S	
I M A B	A T N A O I U E I L O E U T	
O T A H E	N T U M P I N I O T I O N B O I	
D I S I O D	E I R T R E O A O U N T I H M O	
E E S T N B I	L L O O F E T C	
R G C I R I C H	T S D C O I I	
S O A O O T	L S A O V O	
E M I A M F	I I N E U T	
L L G N P T	T E C S N I	
N A H C E U	Y D E O M O	
T I I E I S	O C I I I U	
S T O O O C	O N O N S S	
T O S I C O	N T E I W H	
T I E P E Y	R O M E O P	
L O M U V H	A M E M A P	
T P I E I N	W I N I V E	
T R O N S J	O A T N U W	
L A Y S O T	E D U T N E	
A R C S I C	T H N E F O	
G H O I X N	D E G U A F	
N I I O E D	V X S I S I	
I O S N U H	A I I U I O	
T T I T E D	N S O E O T	
A E S T T E	H I O D R I L	
U R N C O O	T O A R N M O A	
O N O H O S I I N A	C P O R E H P A R G O O I S N R	
L I I O C C E F T R	E A D I S O B Y A R I I O A I D	
C A X O A N I O N A	S T O I A E R H T O S T G E	
N T E K E N I S R E	F E R S I T A T O A H F	
P E R S I S I O C E	I G O H L T I N I P	
R O G I O T A C L E	R F E S S O	

# NOT TOO "HARD" ★

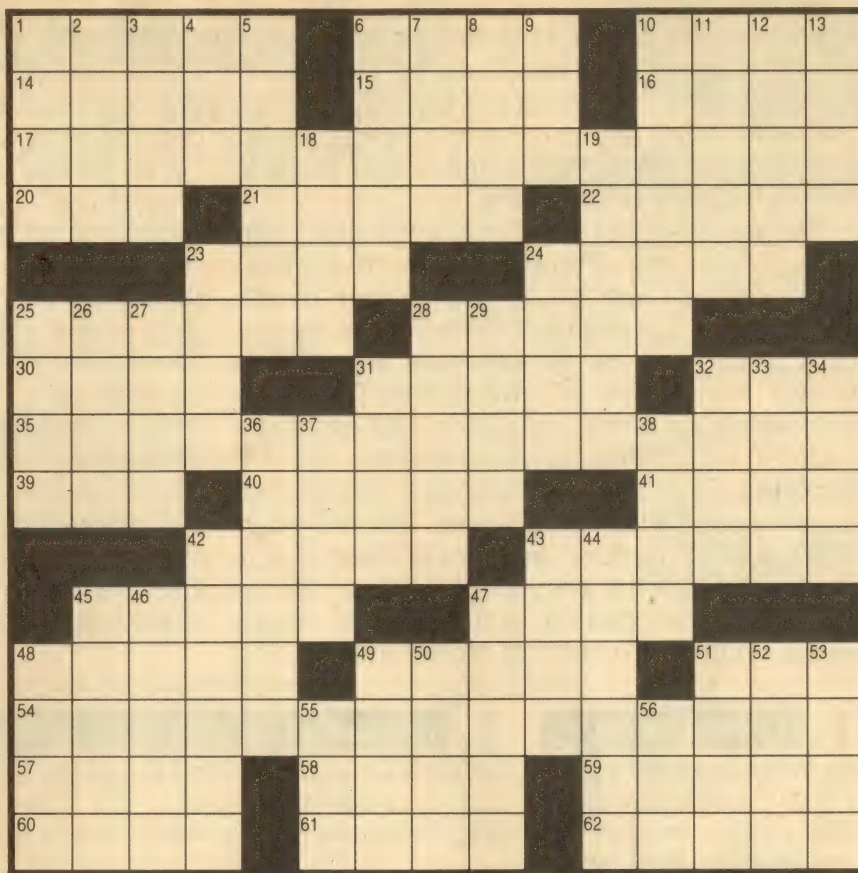
BY NORMA STEINBERG

## ACROSS

- 1 Sounds of astonishment
- 6 Baby's bed
- 10 Sleep under the stars
- 14 Ike's opponent in '52 and '56
- 15 Right-hand man
- 16 White House's \_\_\_\_\_ Office
- 17 Mork and Mindy's home: 2 wds.
- 20 Omelet ingredient
- 21 Bellybutton
- 22 Every 24 hours
- 23 "The Way We \_\_\_\_\_"
- 24 Spread for toast
- 25 Uses an aerosol
- 28 Put on clothes
- 30 TV preacher Roberts
- 31 Zodiac's ram
- 32 Chicken \_\_\_\_\_ king: 2 wds.
- 35 Symbol of permanence: 3 wds.
- 39 "She" sheep
- 40 Hangs a right, e.g.
- 41 Actor James \_\_\_\_\_ Jones
- 42 T-bone or porterhouse
- 43 *The Godfather* star Marlon
- 45 It all adds up
- 47 Chick's cry
- 48 Cupid's missile
- 49 *The \_\_\_\_\_ Syndrome* (1979 movie)
- 51 Once around the track
- 54 Betty Rubble's cartoon friend: 2 wds.
- 57 On
- 58 Military grade
- 59 In debt
- 60 Yearnings
- 61 Aware of
- 62 Schnozzolas

## DOWN

- 1 Comic Kaplan
- 2 Work like \_\_\_\_\_ (slave): 2 wds.
- 3 Counterfeit coin
- 4 Chum
- 5 Actor Poitier
- 6 Whittle
- 7 It's tossed at a wedding
- 8 Matinee star
- 9 Actress Barbara \_\_\_\_\_ Geddes
- 10 Colorful South Sea souvenirs
- 11 To no \_\_\_\_\_ (useless)
- 12 In a wild manner
- 13 Ruse
- 18 All \_\_\_\_\_ (listening attentively)
- 19 Black Sea port
- 23 Pedestrian's "go ahead" light
- 24 Ridicule
- 25 Achy, as muscles
- 26 Ship's front
- 27 Hare vs. tortoise event
- 28 Have a nip of
- 29 BBQ items
- 31 Taj Mahal site



ANSWER, PAGE 57

- 32 \_\_\_\_\_ impasse: 2 wds.
- 33 Animal fat
- 34 Singer Guthrie
- 36 Canada's capital
- 37 Gasoline or kerosene
- 38 Word before year or frog
- 42 Walks noisily
- 43 Flexed
- 44 Use logic
- 45 Hackneyed
- 46 Synthetic fabric
- 47 Near-Communist, derisively
- 48 "\_\_\_\_\_ in a Manger"
- 49 Bestseller \_\_\_\_\_ of *the Cave Bear*
- 50 Drop a clue
- 51 Miss Lane of "The Daily Planet"
- 52 Actress Bancroft
- 53 Cribbage scorers
- 55 To and \_\_\_\_\_
- 56 Deuce

# DOES THIS RING A BELL? ★

BY HOWARD SINGER

Here's a puzzle with a peal. The answer to each clue is a word, name, or phrase containing the word BELL. For example, the clue "Philadelphia landmark" would lead to the an-

swer LIBERTY BELL, while "Sophisticated literature" would be BELLES LETTRES. If any of the clues don't ring a bell, you'll find the answers, all tolled, on page 58.

1. Bag-carrying hotel worker \_\_\_\_\_
2. *Peter Pan* fairy \_\_\_\_\_
3. Widely flared pants \_\_\_\_\_
4. Weightlifter's apparatus \_\_\_\_\_
5. "Dashing through the snow" song \_\_\_\_\_
6. Nightshade poison \_\_\_\_\_
7. Hemingway novel \_\_\_\_\_
8. Columbus's financial backer \_\_\_\_\_
9. *Howdy Doody* clown \_\_\_\_\_
10. Sylvia Plath novel \_\_\_\_\_
11. Inclined to quarrel \_\_\_\_\_
12. Chuck Berry hit song \_\_\_\_\_
13. Telephone pioneer \_\_\_\_\_
14. *Humboldt's Gift* author \_\_\_\_\_

# GAMES TENTH ANNIVERSARY PUZZLE DECATHLON CONTEST ★★

**T**his contest is really 11 contests in one: 10 individual puzzle "events," and a "Decathlon" consisting of all 10 events put together. Contestants may enter any or all of the events, which have been designed to test the widest possible range of puzzle-solving skills.

The grand prize of a \$50 gold eagle coin (containing an ounce of gold, and worth approximately \$500) will go to the winner of the Decathlon. A first prize of \$100 will go to the winners of each of the 10 individual events. Ten GAMES T-shirts will be awarded to Decathlon contestants as runner-up prizes, and one more T-shirt in each of the individual events.

**Entering** Each event (numbered 1 through 10) consists of a puzzle to be solved. The answer is a single word, number, or string of letters that is to be written on the entry blank on page 29, on the line corresponding to the number of the event. Write your answer(s) for the event(s) you

wish to enter, as well as your name and address, on the entry blank or facsimile. On the back of your envelope or postcard, write the number(s) of the event(s) you are entering. If you are entering all 10 events, write "ALL" on your envelope or postcard. Only entries marked "ALL" will be eligible for the grand prize; these entries will also be eligible, automatically, for each of the individual event first prizes. Entries should be mailed to GAMES (see entry blank for address) and must be received by October 5, 1987. You may enter as often as you like, but each entry must be mailed separately.

**Winning** For each event and for the Decathlon, winners and runners-up will be chosen by random draw from among entries with the correct puzzle answers—or, if there are no correct entries, from among the entries that, in the opinion of the judges, come closest to being correct.

## 1. Ten Takeaway

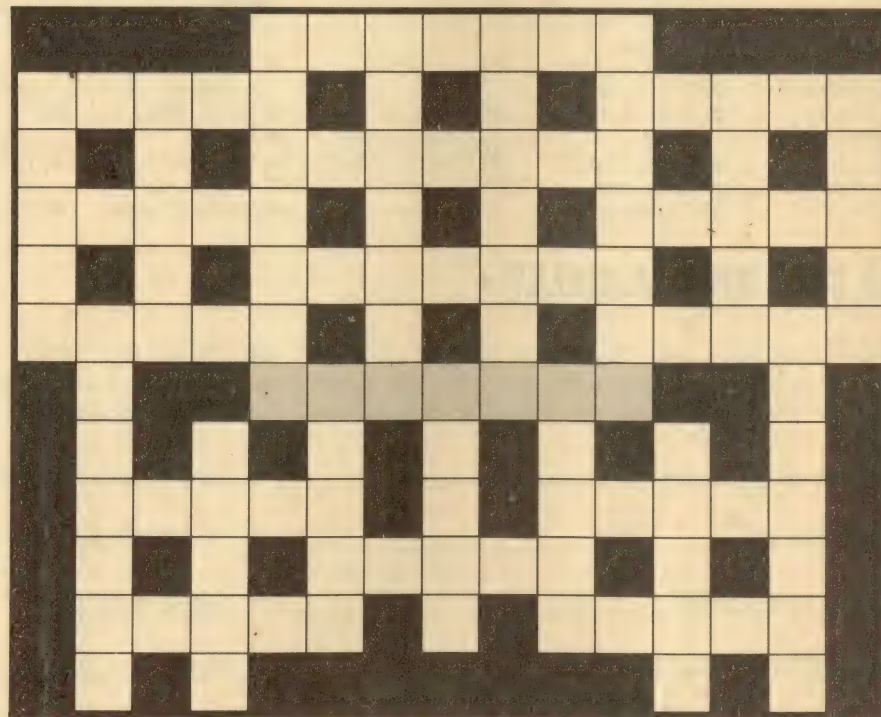
On the cover of this issue is a "10" sculpture made of nine blocks. Imagine that you and one other person are playing a game in which the two of you take turns choosing one of the blocks. The block a player chooses is immediately removed from the sculpture, *along with any block(s) wholly or partially above it*. The object is to be the player who removes the last block.

For example, if you choose block number 4 (a bad choice), blocks 1, 2, and 3, as well as 4, will be removed; your opponent can then win by choosing block 9, which causes all the rest of the blocks to be removed.

If you play first, one of the blocks (1-9) can be chosen to guarantee you a win, no matter how your opponent plays. Give the number of this block as your answer.

## 2. Crisscross

Fill in the words below so they interlock in crossword fashion in the grid. The middle (shaded) word, not given in the list, is to be determined from the crossing words. This word is your final answer.



ABACI	ELOPE	JACKS	SISSY	BANDAGE	REVISER
ANVIL	EXERT	PIANO	TOPAZ	GREYEST	SQUEEZE
AROMA	FRAIL	PIZZA	VALUE	HEROINE	WARTHOG
COVET	GRIST	RAISE	YACHT	HOSTILE	WORSHIP
DENSE	HOTLY	RAJAH	ZOOMS	REVERSE	

**Grand Prize**  
A gold eagle coin  
**10 First Prizes**  
\$100  
**20 Runner-Up Prizes**  
A GAMES T-Shirt

### 3. Double-Crostic

Solve this puzzle as you would a regular double-crostic (directions appear on page 34), except note that spaces between words in the

grid are not indicated. The message in the completed grid will reveal further instructions. Follow them to determine the final answer.

1	2	3	4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30	31	32	33
34	35	36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66
67	68	69	70	71	72	73	74	75	76	77
78	79	80	81	82	83	84	85	86	87	88

A. Minos's subjects

33 15 50 7 86 42 69

B. Extemporaneously (3 wds.)

78 54 70 84 75 63 49 34 88 3

C. Magazine founded in 1933

64 53 59 12 77 32 9 22

D. "\_\_\_ Dreams" (#1 song by Heart)

35 52 45 83 68

E. Appraise

27 37 10 56 18 41 1 21

F. Nautical spar

31 47 79 60 74

G. Mischievous dwarf

26 44 72 39 57

H. "Why should \_\_\_, because 'tis light?" (Donne) (2 wds.)

23 38 71 67 19 76

I. Pressed

4 24 29 61 14 85

J. Atlantic tern

30 58 80 43 16

K. One who stays up late (2 wds.)

5 36 62 8 65 17 13 81

L. Adam Smith, e.g.

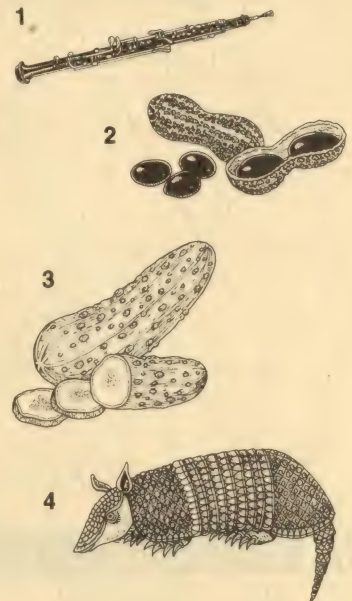
20 28 55 11 2 73 25 46 51

M. Mideastern capital

66 82 40 48 6 87

### 4. Complete This Sequence

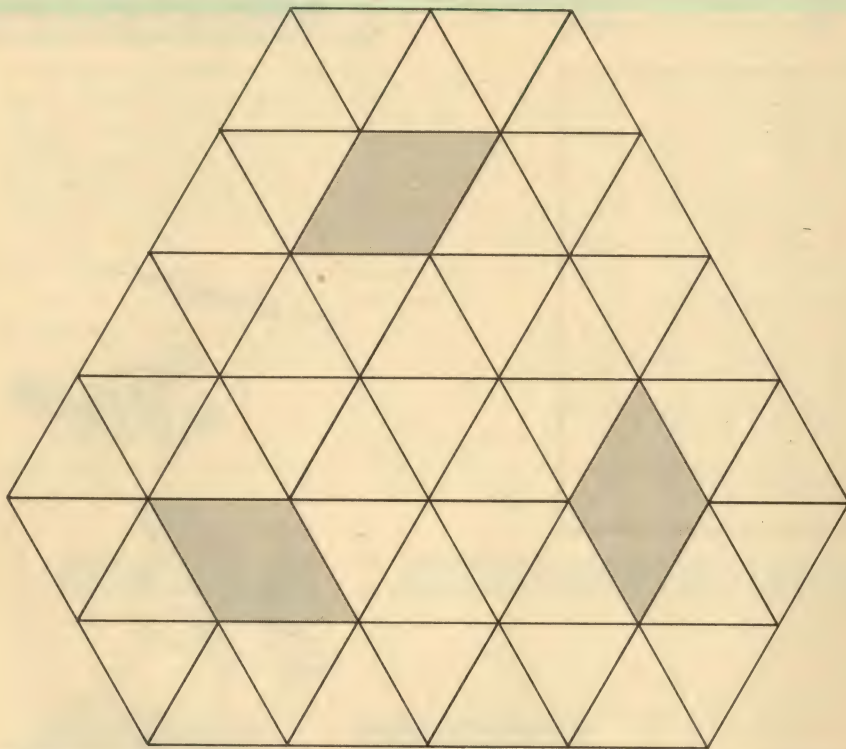
The four numbered items (1-4) below form the beginning of an unusual sequence. Give the order in which the four lettered items (A-D) should be arranged to best continue the sequence.



## PUZZLE DECATHLON

## 5. Count The Triangles

How many triangles are in this figure? Triangles count even if they contain one or more other triangles or shaded diamonds. Put the total number of triangles of all sizes on your entry.



## 6. Word Search

The names of a number of world capitals (that is, capital cities of independent countries) are hidden in this grid. Each reads in a straight line horizontally, vertically, or diagonally. Find and circle them all.

When the puzzle is done correctly, the leftover letters can be rearranged to spell the name of another country whose capital is not included here. Enter this country's name as your answer.

H S O E D I V E T N O M  
A D S Y A J O R I A C A  
S I A L K T A C S U M C  
U R E Y E O O K S U A C  
N D I P I S T R A L V R  
C A N N I R S U C R E A  
I M M A N A G U A K T W  
O S L O M O T I R A N A  
N S I N U T B R A B A T  
R U T D A M A S C U S T  
E H E L S I N K I L A O  
B T S E P A D U B L I N

## 7. Digititis

We've removed most of the digits from the mathematically correct long division below, and replaced them with dashes. The missing digits can be determined by using logic and simple arithmetic. (No number starts with zero.) Give us the five-digit quotient (the number on the top line) of the completed problem.

- - ) - - - - - 1

    - -    

- -

    - -    

- - 1

    - 0 -    

- -

    - -    

- - -

    - - -    

remainder     1   0

## 8. Cryptogram

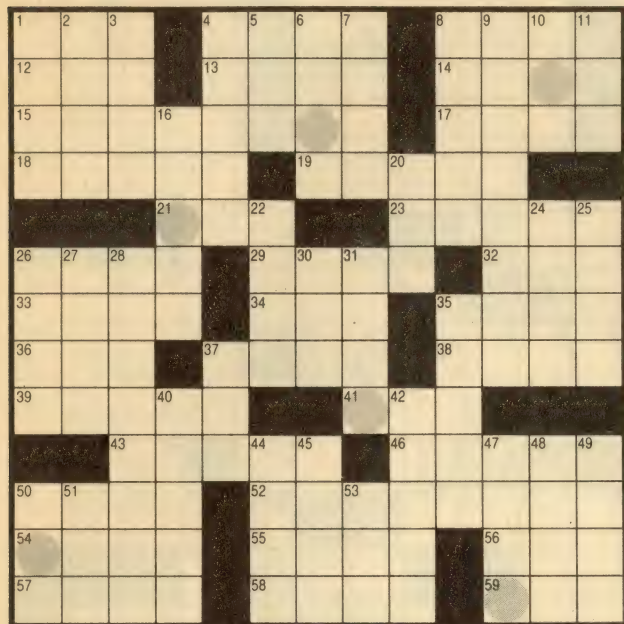
Solve this puzzle as you would any cryptogram. (Directions appear on page 32.) The resulting message asks a question. The reply is your final answer.

JDEH JMAS  
BNEICIZ "GNEXD"  
XMITCTHT MY E  
TLIMILB YMA  
"GAMESXETH"  
EAMPIS "XNAHECI  
DECATHLON?"

# PUZZLE DECATHLON

## 9. Crossword

First solve this crossword puzzle. Then rearrange the letters in the six shaded squares to spell a word, which is your final answer. (Any rearrangement of the letters that spells a familiar word is acceptable.)



### ACROSS

- 1 *Studio One* setting
- 4 Buoyant buggies
- 8 Hissen Habré's home
- 12 Gone shopping, perhaps
- 13 Check
- 14 Leonato's daughter
- 15 "The most gratuitous form of error": Eliot
- 17 Company VIP
- 18 Queening, e.g.
- 19 Crowd scene constituent
- 21 Zeus's babysitter
- 23 Fleming's figure
- 26 Cancer time
- 29 Film technique
- 32 School of the future
- 33 Charge
- 34 Mum, e.g.
- 35 Bear of story
- 36 Tanning need
- 37 Hamburger's better half
- 38 Dubai bigwig
- 39 Kennedy or Clark

- 41 Lafitte milieu
- 43 Key character
- 46 Cause
- 50 Slips separator
- 52 Literally, "roast sunshine"
- 54 *Douleur*: bread :: *unbehaart*: \_\_\_\_
- 55 See 54-Across
- 56 Covet, e.g.
- 57 Lincoln's and Gray's
- 58 Like omega
- 59 This, in a way

### DOWN

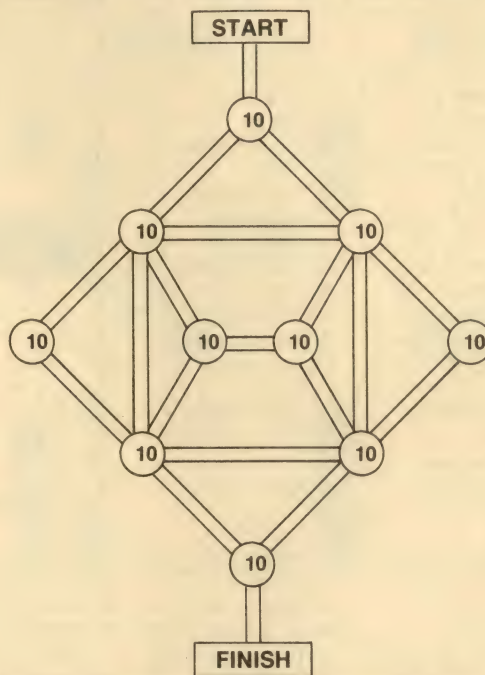
- 1 Lola's workplace
- 2 Result of a pat on the back
- 3 Bottom-of-page SAT instruction
- 4 Had smarts?
- 5 *Finnegans Wake* finish
- 6 Miami doings
- 7 Mother of Zeal
- 8 Abelard, to Héloïse
- 9 Magen David
- 10 119.6 square yards
- 11 Roy Atwell supplied his voice
- 16 Exercises
- 20 Starting point, for some
- 22 Remote African language
- 24 Huruinguwhti worshiper
- 25 Toot
- 26 Danny's lift man
- 27 One's one
- 28 Light meal
- 30 Like
- 31 God, to Gregory
- 35 British Arctic explorer-turned-admiral
- 37 It's felt overhead
- 40 Pulls down
- 42 Eleanor Southworth's married name
- 44 With colleagues, perhaps
- 45 Comic Jay
- 47 Inch, perhaps
- 48 Homologous
- 49 Strain
- 50 Yaw angle, in aeronautics
- 51 Ammonium, e.g.
- 53 *Cuba libre* ingredient

## 10. Pinball Maze

First, complete the Pinball Maze by placing one of the 10 arithmetic symbols below it into each of the 10 "bumpers" (the circles), in front of the number 10. Each bumper must have a symbol, and all 10 symbols must be used.

Next, travel from START to FINISH, hitting each of the 10 bumpers at least once. Travel along the paths, changing direction, if you wish, at any bumper. You may not use any path more than once, but you may cross earlier parts of your route at bumpers.

When you leave START, your score is zero. Each time you hit a bumper, adjust your score by performing the arithmetic indicated there. (For example, when you hit a "+10" bumper, add 10 to your running score.) The object is to hit FINISH with the highest score you can. Your final score is your answer.



+ + + + - - - x x +

### ENTRY BLANK

- |          |           |
|----------|-----------|
| 1. _____ | 6. _____  |
| 2. _____ | 7. _____  |
| 3. _____ | 8. _____  |
| 4. _____ | 9. _____  |
| 5. _____ | 10. _____ |

Name \_\_\_\_\_  
 Street \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Mail to: Puzzle Decathlon, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. Entries must be received by October 5, 1987.

# THREE LITTLE WORDS ★★

BY HENRY HOOK

Several of the squares in this crossword have the letter A, B, or C marked in the lower right corner. When the puzzle is completed, the letters in the five squares marked A can be rearranged to form a five-letter word. Similarly, the letters that go in the five B squares can be rearranged to form a word,

and the letters in the five C squares can form another. After you've discovered the three words, combine them in pairs as indicated at 20-Across, 38-Across, and 51-Across to form the missing clues for those answers.

ANSWER, PAGE 54

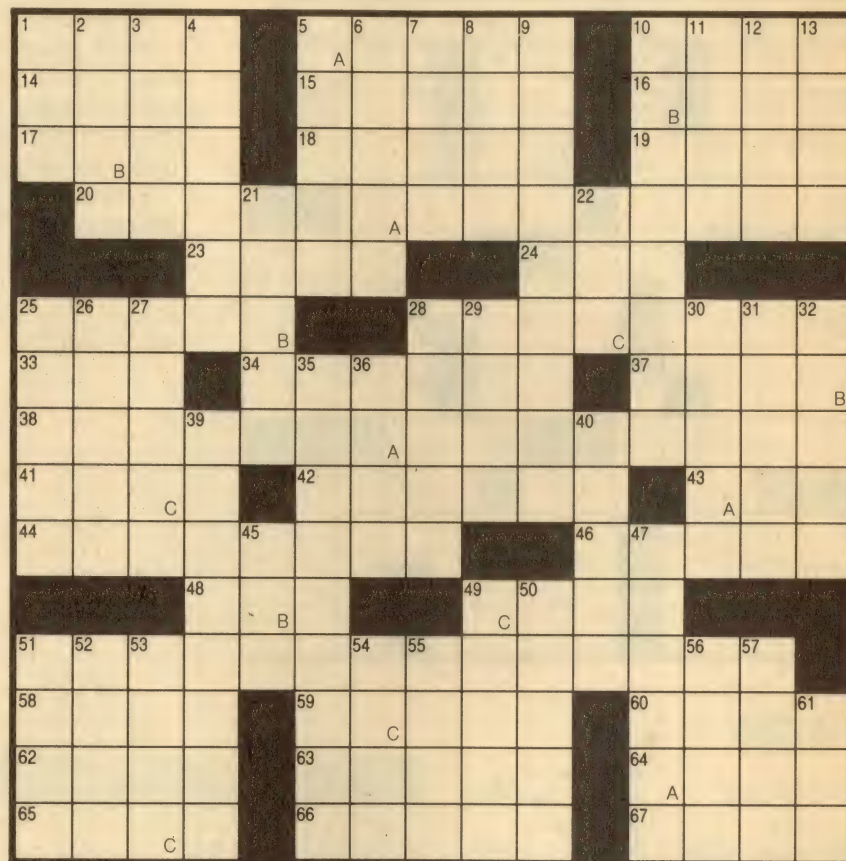
## ACROSS

- 1 Ostentatious display
- 5 Hopper or Gabler
- 10 Castle protector
- 14 Concert pianist Gilels
- 15 Put on a pedestal
- 16 Part of a yard
- 17 Tolstoy's Karenina
- 18 1982 film set in Baltimore
- 19 Kind of head or throat
- 20 A + B: 2 wds.
- 23 Mizzen, e.g.
- 24 Weaken with water: Abbr.
- 25 Angry with: 2 wds.
- 28 Clementine and Lili
- 33 Actress Meyers of *Kate and Allie*
- 34 Bullfighter
- 37 Robin Williams role
- 38 B + C: 4 wds.
- 41 Short-short dress
- 42 Humiliates
- 43 Bee follower
- 44 Christmassy, in a way
- 46 *Gypsy's* Jule
- 48 Clockmaker's tooth
- 49 Pretzels' partner
- 51 C + A: 2 wds.
- 58 Margarine

- 59 "Three little \_\_\_\_ from school are we..."
- 60 \_\_\_\_ En-Lai
- 62 Change for a five
- 63 Bewildered: 2 wds.
- 64 Mistletoe rite
- 65 Michigan, for one
- 66 Dapper
- 67 Fluctuate rapidly

## DOWN

- 1 Shooter's pellet
- 2 Atlanta arena
- 3 Neighbor of Wis.
- 4 Red Cross supply
- 5 The land down under?
- 6 Pronouncement
- 7 Admonitory word
- 8 Half of *sechs*
- 9 Heathrow or Gatwick
- 10 Adjust incorrectly
- 11 \_\_\_\_ about (roughly): 2 wds.
- 12 Farm fraction
- 13 TV's \_\_\_\_-Team: 2 wds.
- 21 Page of music
- 22 0
- 25 Mutilates
- 26 Herschel Bernardi sitcom
- 27 Noted 1981 bride
- 28 Windshield sticker
- 29 The "A" in A&E
- 30 One of the Reagans



- 31 It signifies "go"
- 32 Carousal
- 35 Protestant of Ulster
- 36 Country & Western singer McEntire
- 39 Reveal
- 40 Dunderheads
- 45 "Alley \_\_\_\_"
- 47 Misleading
- 49 Sometime bathroom fixture
- 50 English homework, maybe
- 51 April first victim
- 52 Brachial bone
- 53 Vichyssoise ingredient
- 54 Pro follower
- 55 Very light rain
- 56 Columbus's place
- 57 Inquisitive
- 61 Gls' entertainment: Abbr.

# REORDER BLANKS ★★

BY FRASER SIMPSON

Rearrange the letters of each italicized word below to form a new word that will go in the blank to complete the sentence. For example, given the sentence "An *idea* was suggested by

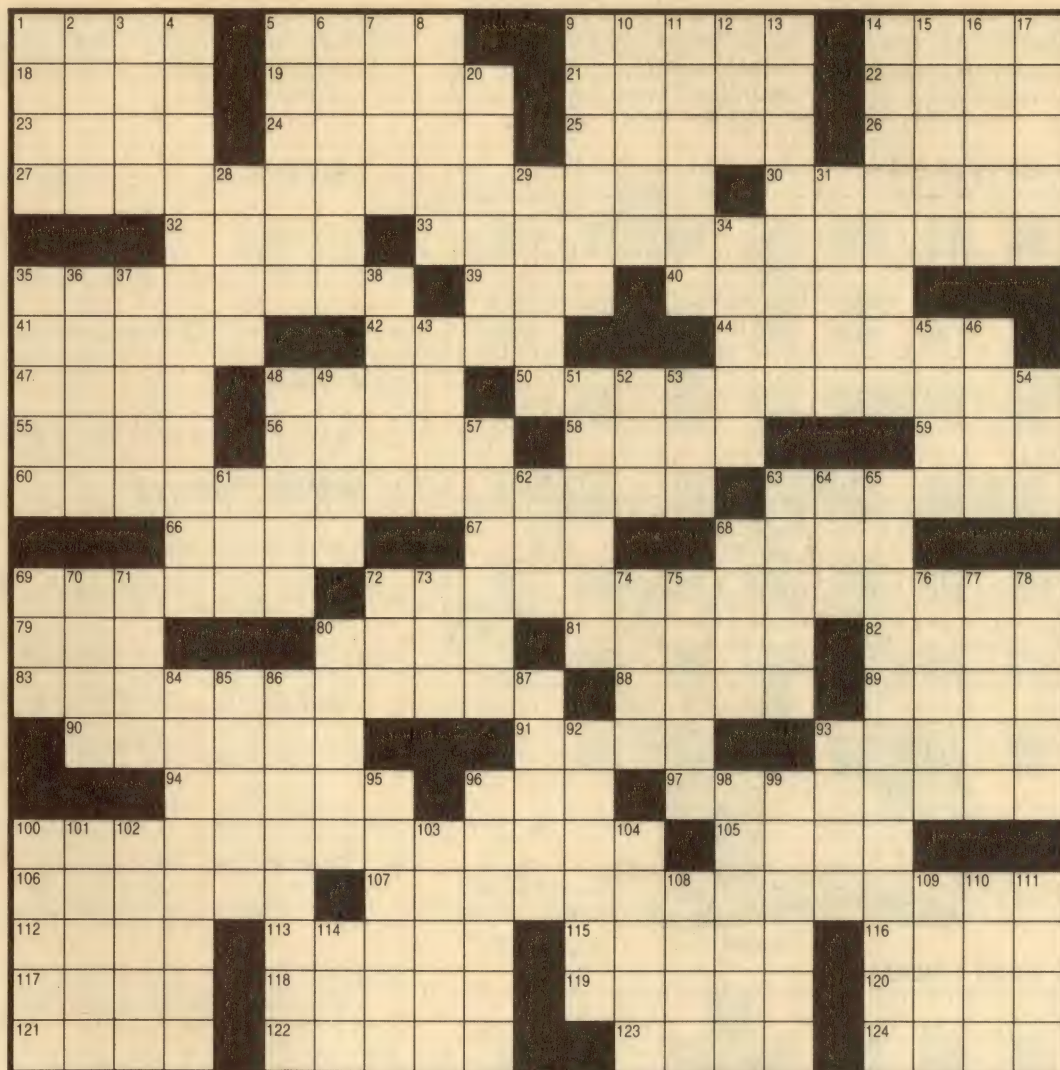
the nurse's \_\_\_\_\_," you could rearrange the letters of the word *idea* to form the answer, *AIDE*. How many of the sentences below can you reorder?

ANSWERS, PAGE 54

1. You may *recall* that grandpa's wine is kept in the \_\_\_\_\_.
2. Some *liberal* newspapers are printed in \_\_\_\_\_ for the blind.
3. We heard frantic *bleats* coming from the \_\_\_\_\_.
4. The people in the *citadel* speak a different \_\_\_\_\_.
5. *Desiring* a good view, Lila requested a \_\_\_\_\_ seat at the fight.
6. The *notaries* got the signature of the Spanish \_\_\_\_\_.
7. Be *silent*, and \_\_\_\_\_ for a change!
8. It's interesting to study the laws of the *ancients*, for \_\_\_\_\_.
9. Matthew's teacher *insisted* on \_\_\_\_\_ in the classroom.
10. *Painless* injections can prevent rabies in \_\_\_\_\_.

## ACROSS

- 1 *Beverly Hillsbillies* actor
- 5 Venomous vipers
- 9 Sources of wealth
- 14 "Why \_\_\_\_ thou forsaken me?"
- 18 Famous last words
- 19 Ladd classic
- 21 Scrap a launch
- 22 Skagerrak port
- 23 Common object?
- 24 California grape
- 25 Geoffrey of fashion
- 26 Cable TV's C-\_\_\_\_
- 27 Car manufacturer's job?
- 30 How hot some like it?
- 32 "Able was \_\_\_\_"
- 33 Pencil vendor's job?
- 35 Mind-blowing 1981 film
- 39 Hwys.
- 40 Poison
- 41 TV's Mrs. Muir
- 42 Give the slip to
- 44 Christian sectarian
- 47 Jack of *Easy Street*
- 48 Sometimes it's brought up
- 50 Teacher's job?
- 55 Lamb by another name
- 56 *Moonlighting* receptionist
- 58 Pay for stay
- 59 \_\_\_\_ tai
- 60 Bifocal maker's job?
- 63 Comes to attention
- 66 Mythical archer
- 67 \_\_\_\_-di-dah
- 68 Panic
- 69 Up
- 72 Censor's job?
- 79 Scoundrel
- 80 Facility
- 81 Colo. Springs command post
- 82 Power
- 83 Oil dealer's job?
- 88 Ducks' docs?
- 89 Light bulb producer?
- 90 Honeybun
- 91 Moss byproduct
- 93 Toll
- 94 Modern religion from Iran



ANSWER, PAGE 54

## DOWN

- 2 Kingsley and Cartwright
- 3 On
- 4 Sewing case
- 5 Marriage
- 6 Counselor's job?
- 7 Hope
- 8 "Mouse"
- 9 Throe
- 10 Kilimanjaro forecast?
- 11 Brand names
- 12 Printers' daggers
- 13 Fails to
- 14 Direction suffix
- 15 Taking strides
- 16 Delivery site?
- 17 House Armed Services Committee chairman Les
- 18 Viewpoint
- 19 Iceman's tool
- 20 They'll knock you out
- 21 50th State bird
- 22 Presbyterian
- 23 Column style
- 24 Rawboned
- 25 Sack out
- 26 Hepburn's lily
- 27 Has \_\_\_\_ of (connotes)
- 28 Jive talk
- 29 Soviet city
- 30 Tay toppers
- 31 Jacob's brother
- 32 Wouldn't shut up
- 33 Basketful, perhaps
- 34 Scalawag
- 35 Marvel Comics founder Stan
- 36 Officeholders
- 37 Don't chug-a-lug
- 38 Like some peanuts
- 39 Green acres: Abbr.
- 40 Crooner Cole
- 41 Burpee wares
- 42 Cartesian conclusion
- 43 Personnel manager's job?
- 44 *Animal House* group
- 45 German "Jeepers!"
- 46 Had regrets
- 47 *Dies* \_\_\_\_
- 48 Beanie
- 49 Sports jersey monogram
- 50 Bright star
- 51 Marathoner
- 52 Waitz
- 53 "\_\_\_\_ cock-horse ..."
- 54 Prepared for prayer
- 55 Clichéd
- 56 Mediterranean arm: Var.
- 57 Small stools
- 58 Steaming
- 59 Rejectionary viewpoint
- 60 Wagnerian prop
- 61 Carried away
- 62 The Galloping Gourmet
- 63 "\_\_\_\_ Have You" ('59 song)
- 64 Unbelievable bargains
- 65 Off limits
- 66 Henpecked
- 67 Morsel for Fido?
- 68 Rasta's god
- 69 Synthetic fiber
- 70 Dieter Jack
- 71 String along?
- 72 Teensy bit
- 73 Three Rivers river
- 74 MSG part
- 75 Cob or pen
- 76 Born

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

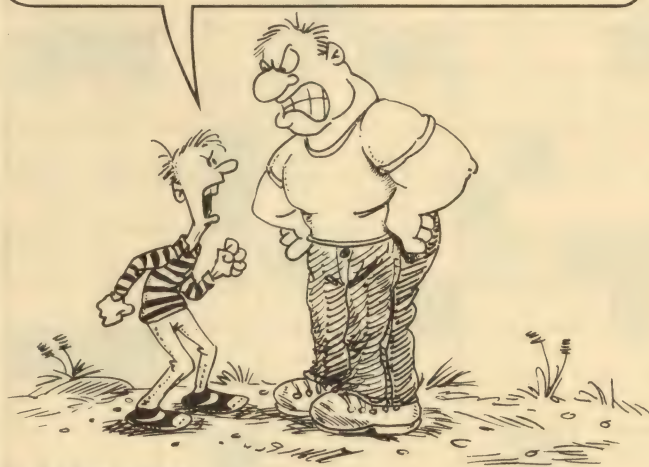
to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 57

## 1. CRYPTOON

RW R JDYDO'L KX JXYRDU  
TEXML KDYRXMKQG  
SMYLROC GXM, R'U CRZD  
GXM T CXXU XOD YRCSL  
RO LSD OXKD!



## 2. FAST FOOD

NTICGM'V FV XZ YIM VT  
BT FMVT \*QAGTMWCG'U,  
TLGZL W XFCCTM  
RWQXILBZLU, WMG NWVAR  
VRZQ ARWMBZ VRZ UFBM?

## 3. DON'T LET GO

UKPTUBI DAM ZDPAFUZ P  
MAWRJ FDUV MAXRJ QI UG  
TWPLUFO VUKSRO SXRRIJ  
ILIWOFDUBT FA FDI RIGF.

## 4. I BEFORE E

UXO \*OSDWHMX WJSDFJDO  
VOJEM JM UXGFDX HU  
AOVO EOQHMOE ZP J ZJE  
MROWVOV AHUX JIIOMM UG  
J RVHSUHS D RVOMM.

## 5. MEMORY SERVES

MKWKSJRHK HNGAKUT ZYH  
AK UKGKGAKUKL CRU INTM  
MJK MXGK XM MYVKT MR  
ZWRTK MJK LXUKZMRUF  
YHL BKM JYWCOYF MR MJK  
SJRHK.

## 6. LOOK IT UP

MPX QHCKEZWYHCYL  
WVXYXVV EPRXPKEP KUHK  
ZMDXV KM DEPF BMWYF GX  
H FEZKEMPHCL BEKU HP  
EPFXS MN KUX BMCFV EP  
GHZI.

## 7. TONGUE TWISTER

UHL IFLBCP UMBI UMHTT  
UBOTI VJBENYL: \*OBII  
\*IBUM BI UMBEN-INBCCTQ  
GJU \*OBII \*UMBIUYT'I INBC  
BI UMBENTH.

## TIPS AND CLUES

**Cipher 4:** A doubled letter at the end of a word having more than three letters is usually L or S. Try S here.  
**Cipher 5:** The repeated three-letter word is THE.  
**Cipher 6:** The only common word with pattern WVXYXVV is USELESS.  
**Cipher 7:** The two commonest letters in this cryptogram are I and S.

**Cipher 1:** Ciphertext OXKD represents the word NOSE.  
**Cipher 2:** A three-letter word after a series of commas is often AND.  
**Cipher 3:** Ciphertext MAWRJ and MAXRJ, which differ only in their central letters, represent the words WOULD and WORLD—but you determine in which order.

# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 58

## PUZZLE 1 BY ERIC DASH

### ACROSS

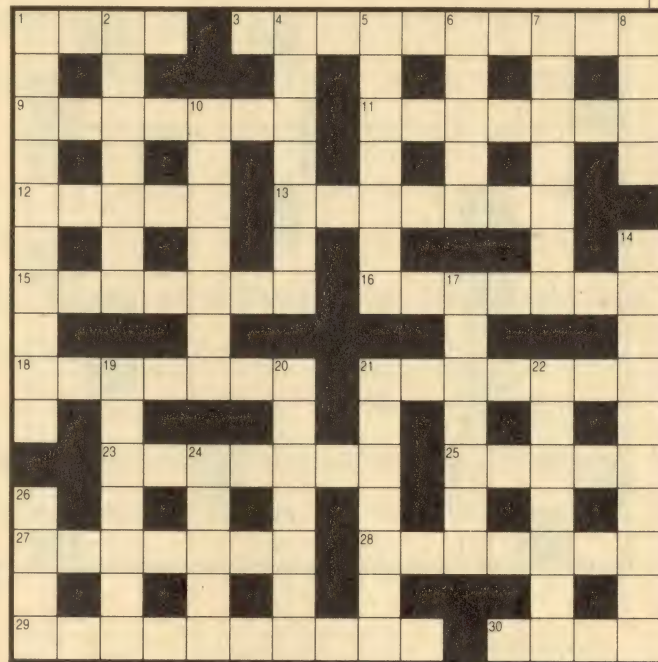
- 1 Southern tree made into window frame (4)
- 3 Have my tale ruined with loud music (5,5)
- 9 First of the sick lagging behind (7)
- 11 Exotic sea bird from the Orient (7)
- 12 Greeting from underworld ring (5)
- 13 Love poem—one from Europe (7)
- 15 Military lawman is heard (7)
- 16 Last of Neanderthals' huts found in digs (7)
- 18 Citrus fruit in front of old stoves (7)
- 21 Contract in a card game (7)

- 23 Mesa seen in deep, late autumn (7)
- 25 Kind of art Kennedy chose (5)
- 27 Most knotty threads untangled (7)
- 28 Perhaps one dug at bottom of prison! (7)
- 29 Farm folks take in a bit of light banter (10)
- 30 One retiring is gray (4)

### DOWN

- 1 Eccentric to do themes and play romantic music (3,3,4)
- 2 Retills ground with less motion (7)
- 4 Drunk logger left some Chinese food (7)

- 5 They watch as I swerve wildly (7)
- 6 Girl has time for films (5)
- 7 Springsteen agent grabs adolescent (7)
- 8 Couples listened to wildcat (4)
- 10 Pressing on in the midst of one call (7)
- 14 Superiority of broken candy canes (10)
- 17 Cast worn out from prize-winning play (3,4)
- 19 Slander by its very nature follows Oakland team (7)
- 20 Teens we rehabilitated to make agreeable (7)



- 21 In pieces, as below (7)
- 22 Reds hit pitches
- 24 Helps one over
- 26 Posh variety store (4)

## PUZZLE 2 BY EMILY COX & HENRY RATHVON

### ACROSS

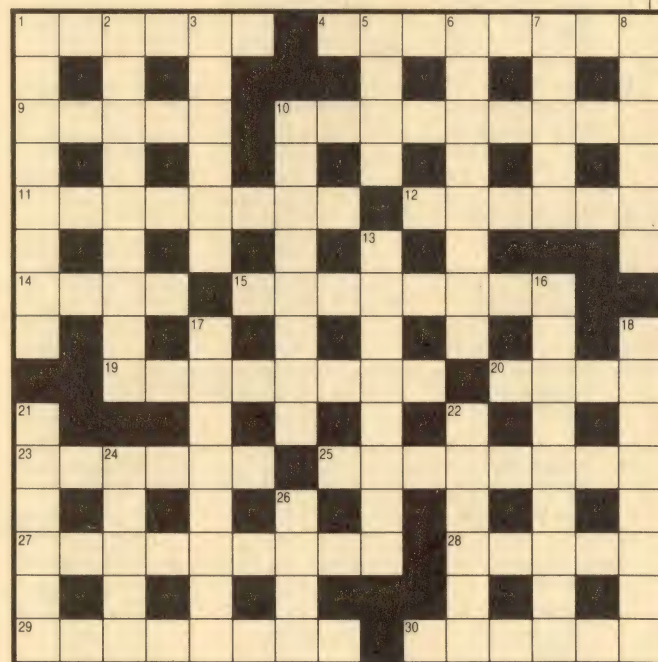
- 1 Curtis Strange is from the country (6)
- 4 Soldier with company (1000-man) at party (8)
- 9 Doodle topless swimming style (5)
- 10 Wagon-pulling animal running short race (4,5)
- 11 Baseball's Rod and Ron awfully worried (8)
- 12 Trial or trade (6)
- 14 Night uniform (4)
- 15 Flier, in pure jest, going out of control (8)
- 19 Titmouse, flying, breaks from the action (8)
- 20 In soda, large splash (4)

- 23 French author describes Princeton's original college grounds (6)
- 25 Dillydally, that is, in women's clothing (8)
- 27 Seeing Eliza gyrating, wearing hoop (9)
- 28 Boredom is among dozen nuisances (5)
- 29 Throng repulsed one milk farmer (8)
- 30 Stick commercial in this spot (6)

### DOWN

- 1 Frenzied or hectic rebound (8)
- 2 Loiters in street that's most glamorous (9)
- 3 Lawn is trampled in wedding party? (2-4)

- 5 Monster makes you, uh, run backwards (4)
- 6 Partly opened a canned meat up for an Indian bigwig (8)
- 7 Never spilled guts (5)
- 8 Single sick playwright (6)
- 10 String unraveled your trouser material (8)
- 13 Watch object boiling (8)
- 16 Standing for cheer in a dazed state (9)
- 17 No chance of harm in solidarity among devils? (8)
- 18 Bit of pickle in a little relish (8)
- 21 Came home to center in South



- 22 Harmonized with silver wind
- 24 City in Guam I am in (5)
- 26 Opera star is breathless when upset (4)

# DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell the quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 54

1L	2G	3F	4D	5E	6T		7O	8U		9S	10T		11J	12L	13I		14P	15H	16U	17C	18A	19J	20K
	21S	22A	23E	24L		25N	26O	27P	28R		29F		30N	31L	32T	33H	34O	35P		36A	37U	38Q	39C
40T	41L	42M	43K	44B		45D	46N		47P		48I	49U	50G	51C	52E		53J	54B	55H	56O		57F	58D
59L	60S		61G	62I	63U		64B	65Q	66L	67D	68O		69I	70D	71S	72N	73P		74T	75Q		76N	77O
78C	79M		80Q	81D	82C	83P	84H	85O	86I		87A	88D		89T	90S	91H		92Q	93C	94U	95M	96P	97I
98D	99J		100Q	101O		102G	103A	104B		105P	106Q	107J	108K	109R		110F	111U	112H	113D	114L	115N		116T
117S	118D		119H	120J	121D	122A	123F	124R		125S	126O		127L	128G	129B		130T	131I	132N	133J	134B		135B
136S	137T		138R	139A	140L	141B		142N	143E	144A	145I		146C	147K		148L	149A	150E		151J	152I	153Q	154G
	155C	156L		157G	158H	159C		160H	161U	162G	163Q	164J	165A	166N		167I	168K	169D		170A	171K	172H	173F
174U		175U	176M	177N	178S	179L	180A	181B	182J		183B	184L		185G	186O	187D	188A	189Q	190S		191O	192H	193P

- A. 1600 Pennsylvania Ave. (3 wds.)  
18 22 36 87 103 180 122 149 139  
165 188 170 144
- B. Gnu  
183 54 181 44 134 135 129 104 64 141
- C. Child's weekly stipend  
17 39 93 78 146 155 51 82 159
- D. Best Picture of 1934 (with "E") (3 wds.)  
4 45 58 113 67 70 118 121 88  
169 187 98 81
- E. See Clue "D"  
5 23 52 143 150
- F. Be of importance  
3 29 57 110 123 173
- G. Extended, as one's arms  
2 50 61 102 128 154 162 185 157
- H. Star of *One Million Years B.C.* (2 wds.)  
55 172 15 84 160 33 112 91 192  
119 158
- I. Former pro basketballer "The Big E" (2 wds.)  
13 131 152 97 145 62 167 48 86 69
- J. Anchor for a wall hanging (2 wds.)  
11 19 53 99 107 120 133 151 182 164

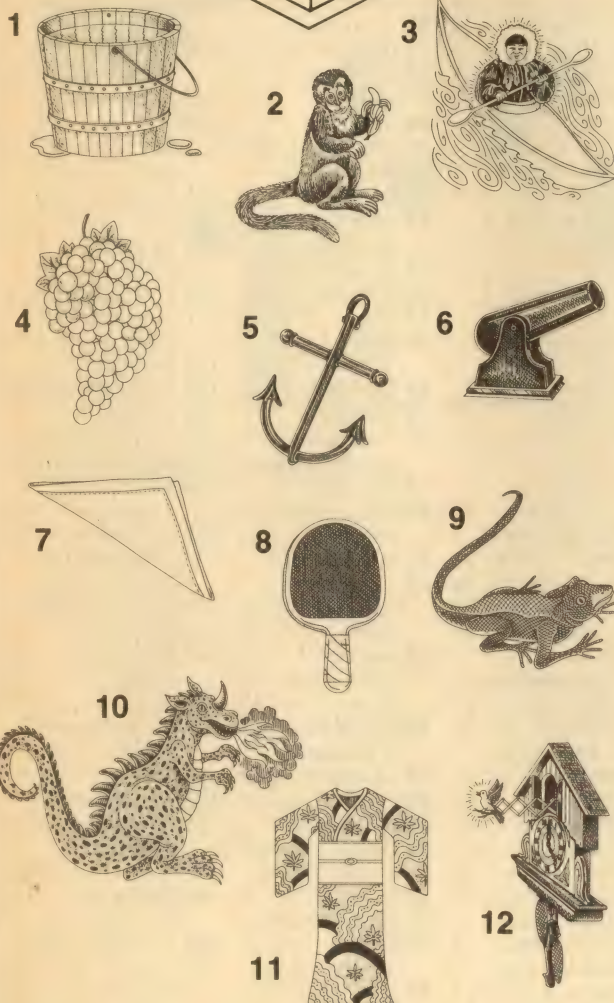
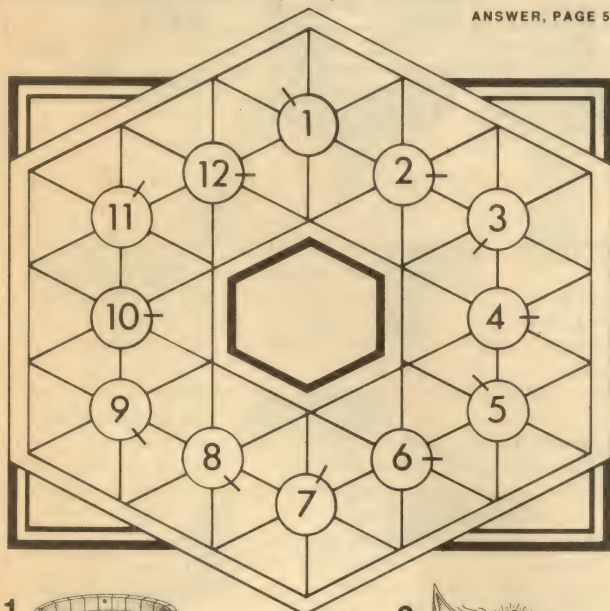
- K. University officer  
20 43 108 147 168 171
- L. First Lady of Mystery (2 wds.)  
31 148 59 127 179 140 1 12 114  
66 24 156 41 184
- M. A.M., poetically  
95 176 79 42
- N. Sight of delight for a skier (2 wds.)  
76 132 177 115 72 166 30 25 46 142
- O. 1962 Katherine Anne Porter novel (3 wds.)  
85 186 7 101 77 191 126 34 26  
56 68
- P. Beatles album featuring "Here Comes The Sun" (2 wds.)  
83 96 105 14 193 35 27 47 73
- Q. Alexander the Great's steed  
80 106 92 153 38 65 163 189 100 75
- R. It's usually due on the 1st  
124 109 28 138
- S. Breed of English dog used in water hunting  
9 21 60 71 90 117 125 136 178 190
- T. Stirring things up  
89 6 74 137 40 116 32 10 130
- U. "The Man of La Mancha" (2 wds.)  
175 111 8 161 16 94 37 49 174 63

# PICTURE BEEHIVE ★

BY WILL SHORTZ

Enter the six-letter name of each picture around the appropriate number in the beehive, beginning at the triangle indicated by the short line and proceeding one letter per space. An answer may read clockwise or counterclockwise—the direction in each case is up to you to determine.

ANSWER, PAGE 54



CLAUDIA KARABANC SARGENT

FOLD THIS PAGE

## THE WORLD'S MOST ORNERY CROSSWORD

BY STANLEY NEWMAN

### In a Phrase

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

### HARD CLUES ★★★

#### ACROSS

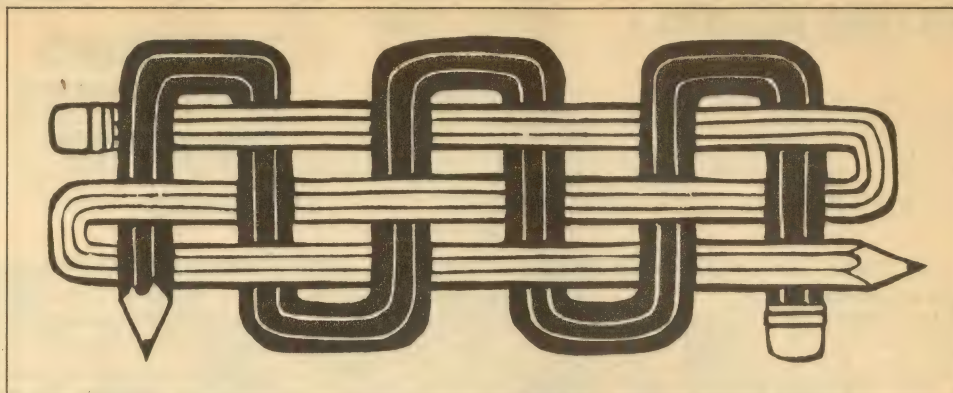
- |                                       |                                      |                               |
|---------------------------------------|--------------------------------------|-------------------------------|
| 1 Lunatic's locale?                   | 62 Ham's landing place               | 128 Kidnapped monogram        |
| 7 "Hole" number                       | 64 Ending for cash or bombard        | 129 Breakfast stack           |
| 10 Whack                              | 66 Go head-over-heels                | 132 Scratch the surface       |
| 14 Tolkien tree-people                | 67 Brace                             | 133 Flight segment            |
| 18 Venezuela, Algeria, Nigeria, etc.  | 70 Till now                          | 135 Hormone sources           |
| 22 <i>Terms of Endearment</i> role    | 71 <i>Brahmo-Dharma</i> author       | 137 Magic potion              |
| 23 Porter                             | 73 Cubed?                            | 138 Lemmon/Falk film of '67   |
| 24 Patriotic abbr.                    | 74 "... ____ a lender be"            | 140 Actor Cariou              |
| 25 ____-mutuel                        | 75 One of LBJ's beagles              | 141 Word with six or South    |
| 26 Joseph Wiseman title role          | 76 It may be tanned                  | 142 City off.                 |
| 27 1938 Horse of the Year             | 77 Jessica's <i>Gin</i> Game partner | 143 Barley beverage           |
| 29 Hand-me-down recipient?            | 79 He gives sound advice             | 145 "Un bel di," for one      |
| 31 "How ____ the little busy bee ..." | 84 Shakespearean heroine             | 147 Actor Moses               |
| 32 Football scores                    | 87 Woodcutters' tools                | 148 Stocking stuffer          |
| 33 Carrot kin                         | 89 "Take this!"                      | 151 Early autos               |
| 34 "____ be in England ..."           | 90 Parade favorite                   | 153 De la Mare ode            |
| 36 Animate                            | 95 Rainbow                           | 155 Sicko's psyche            |
| 37 It means nothing to filers         | 96 Deli orders                       | 158 Scissor case              |
| 38 Subject of some bargaining         | 97 Obscure stuff                     | 159 Beat (out)                |
| 39 ____ Diavolo                       | 98 Having singled                    | 160 "Them" or "us"            |
| 40 Patsy                              | 102 Made to feel small               | 161 Hoo-ha                    |
| 41 Milk man                           | 103 Colombian kinfolk                | 162 Held one's horses         |
| 44 Mathew Brady, for instance         | 104 Ending for legal or Japan        | 163 New Math units            |
| 51 Realtor's invitation               | 105 It precedes <i>quattro</i>       | 164 Noted Washington hospital |
| 53 Powder for polishing               | 106 Stops waxing?                    | 165 October birthstone        |
| 54 Food for tot?                      | 108 Les or Larry of orchestral fame  | 166 Chatter                   |
| 55 Title in India                     | 111 Word for a ship                  | 167 Main street               |
| 56 Make things happen                 | 114 Rev.'s talk                      |                               |
| 57 The coast of France                | 115 Record-recalling writ            |                               |
| 58 Make rain, maybe                   | 119 ____ Canals                      |                               |
| 59 It starts with a big E             | 120 Begin home                       |                               |
|                                       | 122 Heavyweight dethroned in 1964    |                               |
|                                       | 123 Shank                            |                               |
|                                       | 125 Lister's shortcut                |                               |
|                                       | 126 <i>Viva voce</i>                 |                               |

#### DOWN

- |                                           |
|-------------------------------------------|
| 1 Author of <i>The Immigrants</i>         |
| 2 Bemoaned                                |
| 3 Tax-law targets                         |
| 4 Boston : Beacon :: San Francisco : ____ |
| 5 "Fire when you are ready, ____"         |
| 6 Not so tough                            |
| 7 Williams or Winchell                    |
| 8 Clay, today                             |

# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek  
Until You Read  
Page 35!



## EASY CLUES ★

### ACROSS

- 1 "The Surrey with the \_\_\_\_ on Top"  
7 \_\_\_\_ for the course  
10 Nickname for a jock  
14 Tolkien creatures (SENT anag.)  
18 Oil cartel, for short  
22 \_\_\_\_ borealis  
23 Pub drink  
24 From the U.S.: Abbr.  
25 \_\_\_\_-mutuel betting  
26 First 007 film: 2 wds.  
27 Hardtack: 2 wds.  
29 Bequest recipient  
31 "How \_\_\_\_ the little busy bee ..."  
32 Football scores, for short  
33 Pickle type  
34 "\_\_\_\_ be in England ...": 2 wds.  
36 Give spirit to  
37 "What \_\_\_\_ heck!"  
38 Earnest request  
39 Monk's title  
40 Tree juice  
41 French chemist Louis  
44 Old-time photographer  
51 "Everybody is welcome" event: 2 wds.  
53 \_\_\_\_ board (naif file)  
54 Children's bill of fare: 2 wds.  
55 \_\_\_\_ Lanka  
56 Motive  
57 Pigeon's home  
58 Go to \_\_\_\_ (decay)  
59 Ophthalmologist's wall chart: 2 wds.

- 62 Mount where the Ark landed  
64 Comparative ending  
66 Kid's acrobatic act  
67 Number for a tango  
70 So far  
71 Bengali poet (GET OAR anag.)  
73 Frozen  
74 Likewise not  
75 Beatles' "And I Love \_\_\_\_"  
76 Secrete  
77 Actor Cronyn  
79 Sound waves expert  
84 Hamlet's girlfriend  
87 Tools for cutting curves in wood: 2 wds.  
89 "Present!"  
90 Sousa favorite: 5 wds.  
95 Eye part  
96 Deli drinks: 2 wds.  
97 Occult doctrine (SORE YET anag.)  
98 Like a successful bunter: 3 wds.  
102 Stupefied  
103 Spanish uncles (OTIS anag.)  
104 Language suffix  
105 Three: lt. (in INTREPID)  
106 Goes down, as the tide  
108 Bandleader Les or Larry  
111 He and \_\_\_\_ (old sitcom)  
114 Sunday speech: Abbr.  
115 Judicial writ (RICER RATIO anag.)  
119 Jack of *Barney Miller*  
120 Tel Aviv's land  
122 Whom Clay beat for the title: 2 wds.

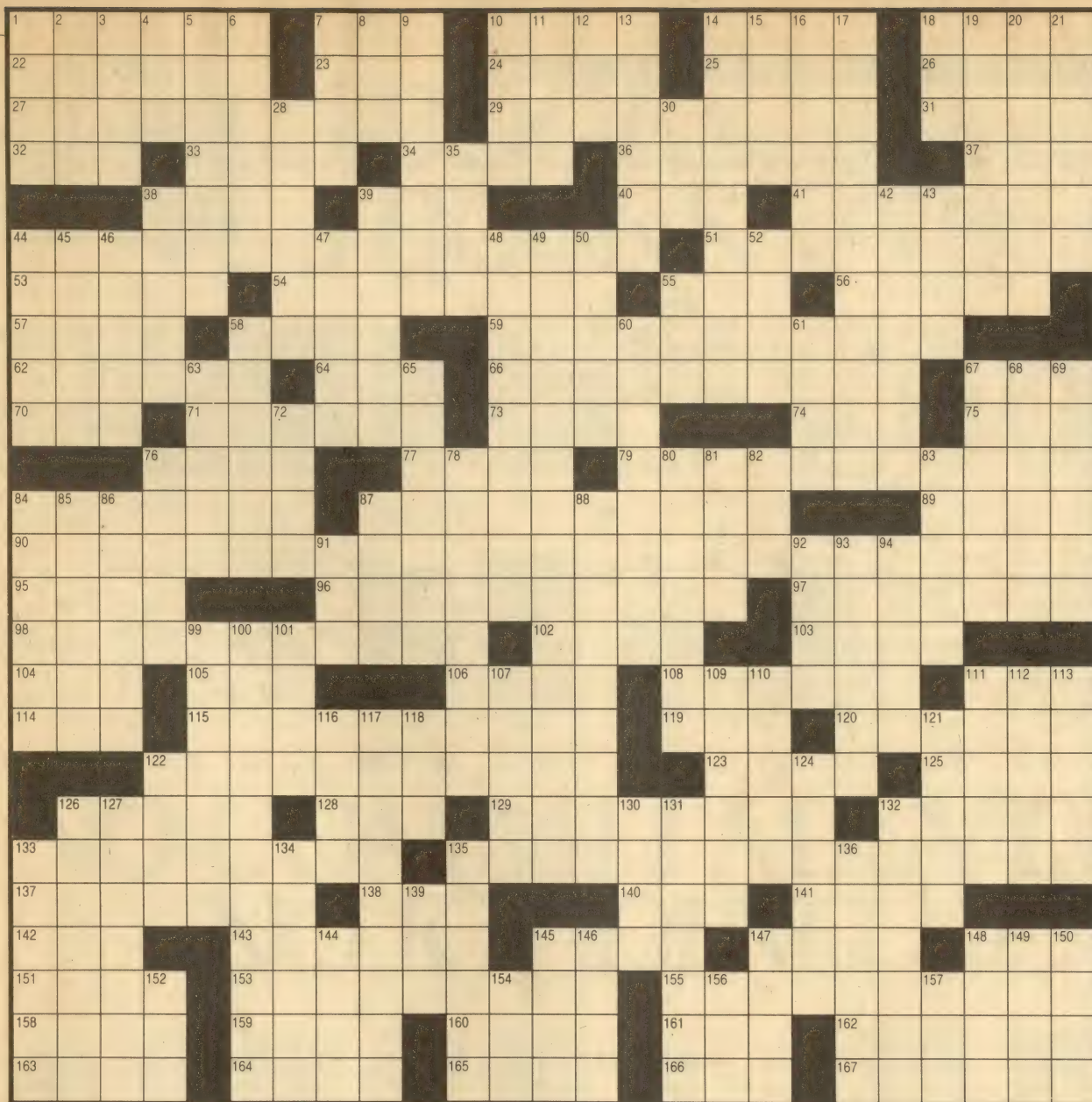
- 123 Shankbone (in ENCRUSTED)  
125 And others: 2 wds., abbr.  
126 So all can hear  
128 *Treasure Island* monogram  
129 Flapjacks made from grain  
132 Twenty, in the Gettysburg Address  
133 Where the carpet wears first  
135 Thyroid, pituitary, etc.: 2 wds.  
137 Love potion (HELP IT + R anag.)  
138 1964 Murray Schisgal play  
140 Author Deighton  
141 Profound  
142 City officeholder: Abbr. (LAD anag.)  
143 Medicinal beverage (A STEIN anag.)  
145 Operatic solo  
147 TV detective Peter \_\_\_\_  
148 "Little piggie" of rhyme  
151 Antique autos (SORE anag.)  
153 De la Mare ode: 3 wds.  
155 Psychopath's feature: 2 wds.  
158 Sewing case (TIE + U anag.)  
159 TV's *The \_\_\_\_ of Night*  
160 Flank  
161 *Much \_\_\_\_ About Nothing*  
162 Slowed down, as a horse  
163 Tennis units  
164 *It's a Wonderful Life* actress Donna  
165 Fiery gemstone  
166 Tibetan beast  
167 Aorta, for example

### DOWN

- 1 Quick  
2 Regretted  
3 Gershwin and Levin  
4 San Francisco's \_\_\_\_ Hill  
5 "Fire when you are ready, \_\_\_\_": Dewey  
6 "\_\_\_\_ said than done"  
7 Pope John \_\_\_\_ II  
8 Mr. Baba?  
9 Snappy comebacks  
10 Fisherman's worms  
11 Mae West film, \_\_\_\_ *Angel*: 2 wds.  
12 Exclamation of disgust  
13 Most unrestrained  
14 Fern-seed covers (ROPE SPIES anag.)  
15 Western alliance, for short  
16 Acting group  
17 Queen Guinevere's lover: 2 wds.  
18 Not divisible by two  
19 Form-changing Greek god  
20 Get excited about  
21 Hold together  
28 2001 author Arthur C. \_\_\_\_  
30 Substance in cells: Abbr.  
35 German philosopher Rudolf  
38 More like the driven snow  
39 Horse food  
42 Indian Prime Minister after Nehru (A-SHIRTS anag.)

- 43 Racetrack tipster  
44 Tooth hazard  
45 Love, to Leonardo  
46 Reach: 2 wds.  
47 "Old MacDonald" refrain  
48 Gloomy feeling  
49 Mark Twain novel (with *The*): 2 wds.  
50 Catty remark, often after "so": 2 wds.  
52 \_\_\_\_ colada (summer drink)  
55 Camera type: Abbr.  
58 Ballparks  
60 Took out, as for private words: 2 wds.  
61 Wine casks (STUN anag.)  
63 At an angle  
65 Sharpens again  
67 Steal  
68 Model, for instance  
69 Cantankerous  
72 Equipment  
76 *Steppenwolf* author Hermann  
78 Modernizers  
80 Ice \_\_\_\_ (skating show)  
81 Is obligated to  
82 \_\_\_\_ *Enterprise* (*Star Trek* ship): Abbr.  
83 Newsman Huntley and others  
84 Singer Redding and others  
85 Sentence section  
86 Young cow  
87 Singer Vikki  
88 Gets big enough to wear: 2 wds.  
91 \_\_\_\_-fi  
92 Greek cheese  
93 Egyptian underworld god  
94 Alex Haley book and miniseries

- 99 Before the judge: 2 wds.  
100 Fashion leader  
101 Plant with fronds  
107 Conductor's stick  
109 Imprison: 2 wds.  
110 Bridge expert Charles  
111 "Little Miss Muffet \_\_\_\_ a tuffet": 2 wds.  
112 Learned via the grapevine  
113 Those girls, in Grenoble  
116 Brit's car wheel (TREY anag.)  
117 Inopportune  
118 "\_\_\_\_ only that she's growing old": 2 wds.  
121 Summary  
122 Dirt  
124 Exhausted: 2 wds.  
126 Sports player  
127 Arranged, as plans: 2 wds.  
130 Roman 251  
131 Basement access  
132 Svelte  
133 Tires in the trunk  
134 Electron tube  
135 Nevertheless: 2 wds.  
136 Biological groups (in REGENERATED)  
139 Actress Merkel  
144 Wise man  
145 Alan of M\*A\*S\*H  
146 Rod and \_\_\_\_  
147 Understand, à la Heinlein  
148 Fork part  
149 Unique fellow  
150 Country singer Arnold  
152 Opposite of "bro"  
154 Potato-chip topping  
156 Nabokov novel  
157 Noted engineering school, for short



ANSWER, PAGE 54

## HARD CLUES (CONT'D)

- |                                       |                                  |                             |                                     |                                     |                                        |
|---------------------------------------|----------------------------------|-----------------------------|-------------------------------------|-------------------------------------|----------------------------------------|
| 9 Comebacks                           | 30 Cellular substance            | 58 Surveyor's instrument    | 85 <i>Wheel of Fortune</i> category | 110 <i>Bridge Is My Game</i> author | 134 Outmoded TV tube                   |
| 10 Tease                              | 35 German philosopher            | 60 Detoured                 | 86 No bull!                         | 111 Squelched                       | 135 Taking that into account           |
| 11 West's ____ <i>Angel</i>           | Rudolf                           | 61 Beer barrels             | 87 Creator of detective Gideon Fell | 112 Found out                       | 136 Biological groups                  |
| 12 Relative of "Yecch!"               | 38 Closer to 24K                 | 63 Listing                  | 88 Gets big enough to wear          | 113 Bardot and Deneuve, to Vadim    | 139 Spanish article                    |
| 13 Maximally uninhibited              | 39 Horse course                  | 65 Does more cutlery        | 91 Asimov's subj.                   | 116 Biblical town                   | 144 Kind of brush                      |
| 14 Fern-seed coverings                | 42 Nehru's successor             | 67 Appropriate              | 92 Greek salad ingredient           | 117 Not timely                      | 145 <i>Sweet Liberty</i> star          |
| 15 Group HQ'd in Brussels             | 43 Talk up                       | 68 Put-on artist?           | 93 Son of Nut                       | 118 French suffix with Gaul         | 146 Lively dance                       |
| 16 Repertory group                    | 44 Dentist's target              | 69 Like this crossword      | 94 Underground system               | 121 Pre-owned tire                  | 147 "I ____ Spock" ('60s lapel button) |
| 17 Franco Nero's <i>Camelot</i> role  | 45 Romance romance               | 72 Shift selection          | 99 Present for a trial              | 122 Get dirty                       | 148 Pitchfork point                    |
| 18 Unmatched                          | 46 Allude to                     | 76 Mystical novelist        | 100 Whom the crowd follows          | 124 Gone                            | 149 More than a rarity                 |
| 19 He went through changes            | 47 Refrain from childhood        | 78 They keep things current | 101 Classy houseplant               | 126 Jock                            | 150 Mariner's hazard                   |
| 20 Wax ardent                         | 48 Worst-case mood               | 80 Ice ____                 | 107 Seiji Ozawa's stick             | 127 Explained logically             | 152 José's okays                       |
| 21 Unite                              | 49 Twain book (with <i>The</i> ) | 81 Must pay                 | 109 Fix, as interest rates          | 130 Dill ÷ II                       | 154 Pickpocket                         |
| 28 <i>Rendezvous With Rama</i> author | 50 <i>Guys and Dolls</i> song    | 82 Warship initials         |                                     | 131 Basement access                 | 156 Orthodontists' org.                |
|                                       | 52 ____ colada                   | 83 Huntley and Atkins       |                                     | 132 Willowy                         | 157 College on Mass. Ave.              |
|                                       | 55 Camera, initially             | 84 Birdsong and Redding     |                                     | 133 Alley marks                     |                                        |

# CONNECT-THE-DOTS EYEBALL BENDERS ★

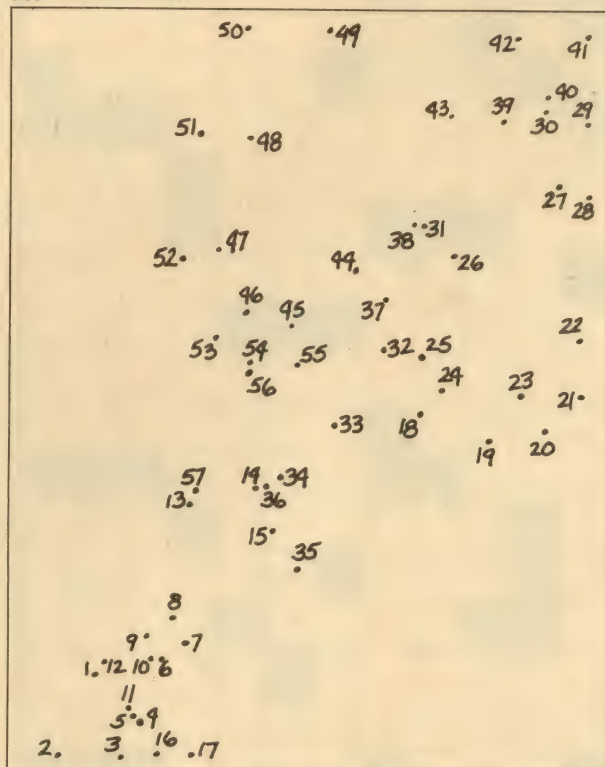
BY ROBERT LEIGHTON

Fans of GAMES's regular Eyeball Benders page are familiar with the usual beguiling photographs of everyday items. But in this puzzle, you create your own Eyeball Benders by con-

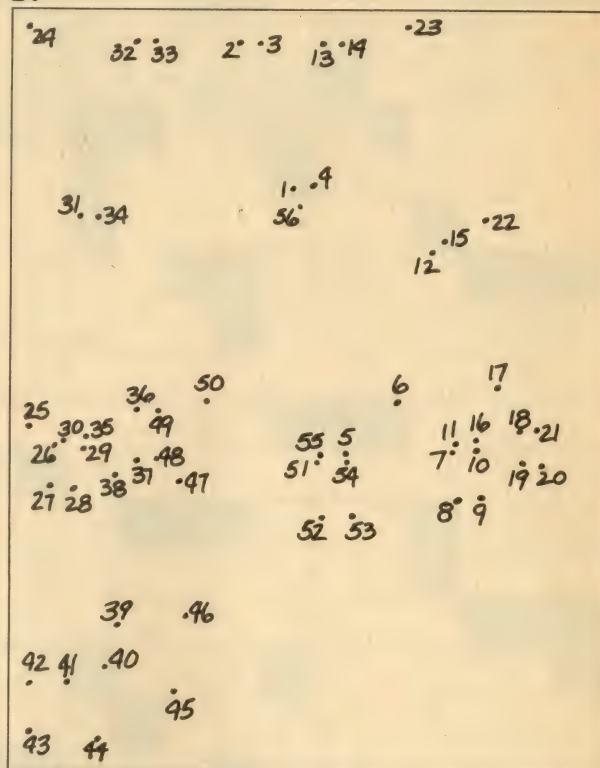
necting the dots. When completed, each of the four pictures will reveal a close-up view of a different, common object. What are they?

ANSWERS, PAGE 58

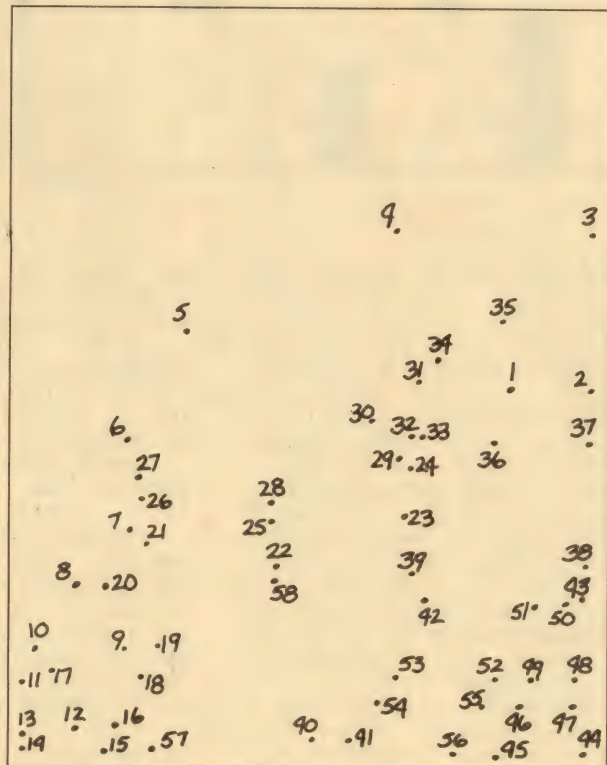
A.



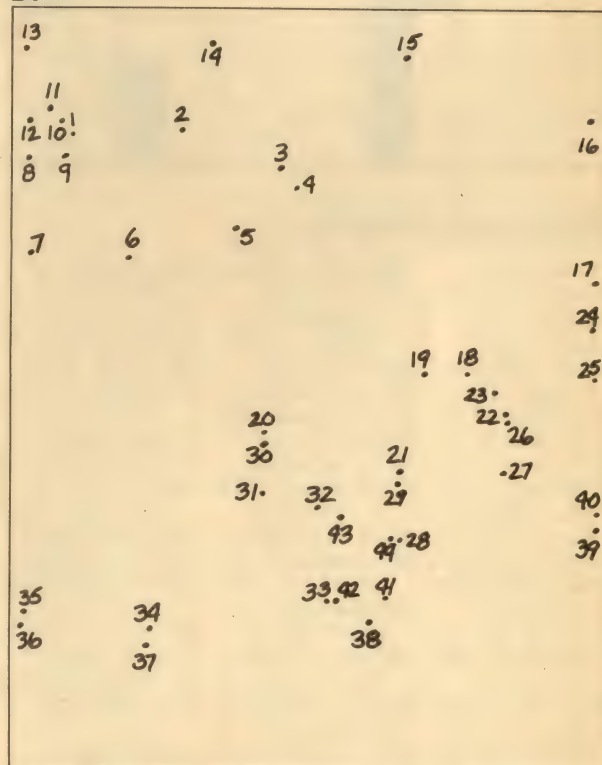
B.

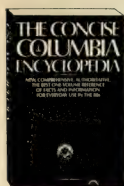


C.

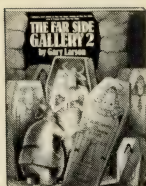


D.



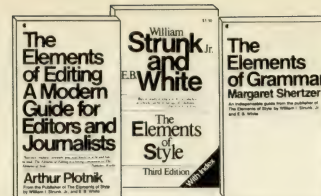


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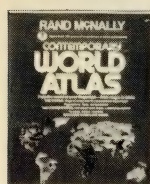


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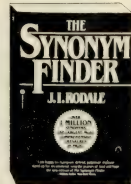
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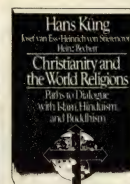
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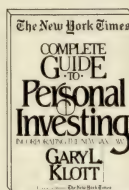
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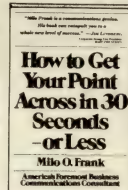
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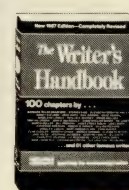
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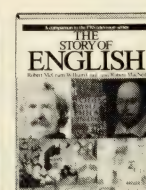
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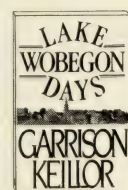
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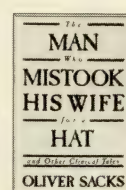
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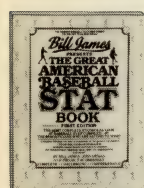
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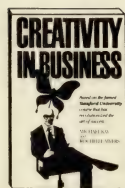
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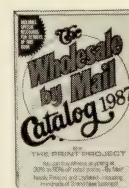
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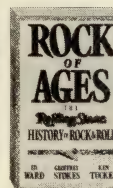
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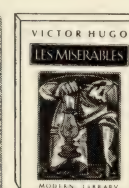
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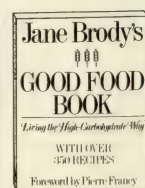
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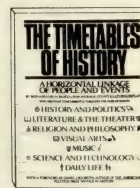
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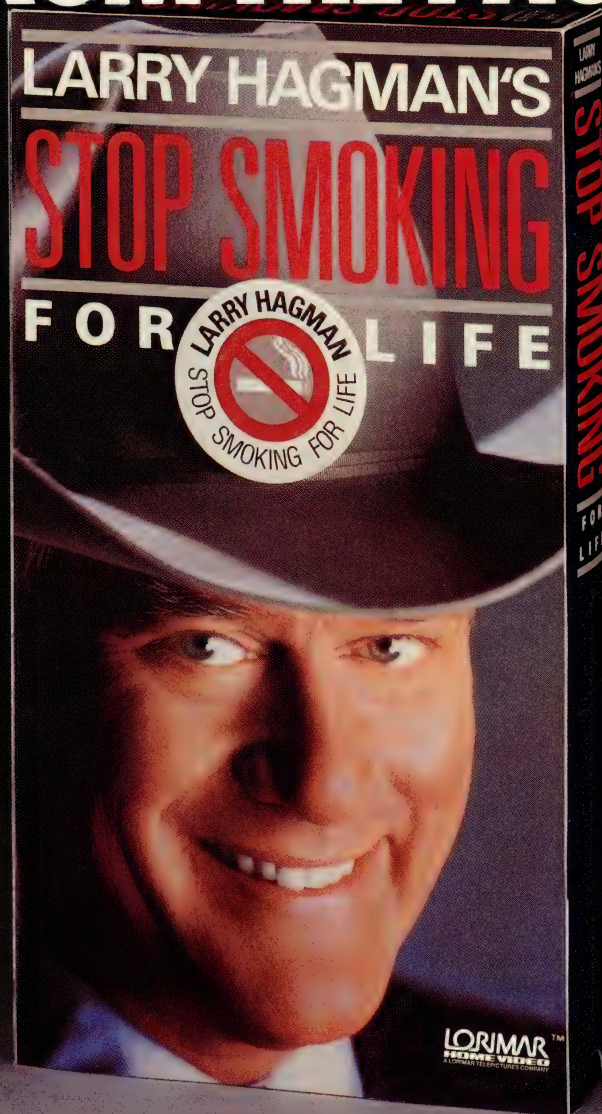


**P**hotographer Keith Glasgow is no babe in the woods when it comes to recognizing a potential puzzle. Two years ago, after his wife gave birth to Alison, Glasgow had the idea of creating a sequence puzzle by photographing

his daughter at two-month intervals. The 12 photos are a record of Alison's growth over a 24-month period. Putting them in the correct chronological order may be harder than it seems—we kid you not.

ANSWERS, PAGE 54

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# THE SUPER

BY KEVIN LANGDON

Most of us have taken IQ (intelligence quotient) tests, usually in school. Often, though, schools keep IQ test results secret, leaving us to wonder how we scored. And even if we know our score, we may be curious about whether the result was really accurate, or is still valid. The following harder-than-usual test, designed especially for GAMES by leading high-IQ testmaker Kevin Langdon, offers a chance to satisfy our curiosity.

What is commonly meant by "intelligence" is actually a combination of different abilities, only some of which can be measured by means of a paper-and-pencil test. This test is designed to measure *attention in reasoning*, the ability to discern complex patterns in data and draw correct inferences from them.

A first run-through of the test will probably be daunting. But keep two things in mind: Although a high school education or equivalent is assumed, no specialized knowledge is necessary to solve the problems; and there is no time limit. So don't rush—a problem that baffles you at first may suddenly seem solvable a day or two later.

The test is expected to be accurate from the general population mean (an IQ of 100) to approximately four standard deviations above the norm (an IQ of 164, which is higher than all but about one person in 30,000). Once an adequate statistical sample has been accumulated, norms will be established, allowing those who have taken the test to determine their IQs from their test scores. Answers, explanations, and scoring information will appear in the December/January issue of GAMES. Readers who do not wish to wait that long for the results may send a self-addressed, stamped envelope to: IQ Test, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. We'll send you the answers and scoring information as soon as it is available (probably in October).

For a fee, you can obtain an official IQ score that may be acceptable for admission to certain high-IQ societies. Some societies, such as Mensa, do not accept the results of unsupervised tests; but high-range tests of this type have been accepted by all the high-IQ societies that attempt to discriminate at the one-in-1000 level or higher. Those responsible for admission policies for the various high-IQ groups have not yet made a determination about this test's acceptability, but will do so after norms have been established. If you want an official test result, complete the test by September 30 and follow the instructions in the next column.

## INSTRUCTIONS

This is an individual test of intelligence and is to be completed without consultation with anyone else, by voice, in writing, or by any other means. Reference materials and calculators may be used freely. There is no time limit.

For the Figure Series, mark on your answer sheet the letter of the choice that best continues the progression given. The Miscellaneous Symbolic and Miscellaneous Spatial Problems themselves will indicate the form your answers are to take. For each item, the penalty for a wrong answer is one-fourth the credit for a right answer. Each item has a single correct answer; multiple answers will be counted wrong.

This test will be scored by Polymath Systems, P.O. Box 795, Berkeley, CA 94701, for an \$8 scoring fee. Answer sheets to be scored must be postmarked by September 30, 1987 (received by October 1 for postage meters), for an official score report to be issued. Score reports will be mailed by November 30 to everyone submitting an answer sheet. Answers and reasoning for the test items will be published in the December/January issue of GAMES.

Please do not request clarification or explanation of the test items, as providing additional information would violate the standard testing conditions essential for statistically meaningful results. You may, if you wish, include comments with your answer sheet. Polymath Systems cannot reply to comments on the content of specific test items.

For those who wish to try more difficult and challenging tests, two high-range instruments, the **Langdon Adult Intelligence Test** and the **Four Sigma Qualifying Test** (ceilings 176 and 181, respectively), are available from Polymath Systems for \$8 each (plus \$2 shipping and handling per order), which includes scoring.

## MISCELLANEOUS SYMBOLIC PROBLEMS

- Which does not belong?  
A. ED    B. GY    C. KT    D. LN    E. ME
- The probability that an old-fashioned watch will stop is 10% per hour. If the watch is set and started at 12 o'clock, what is the probability (to the nearest 1%) that the hour hand will point below the horizontal 12 hours later?  
A. 34%    B. 41%    C. 47%    D. 56%    E. 64%
- How many individual items did my true love give to me from the first through the twelfth day of Christmas? (A partridge in a pear tree counts as one item.)  
A. 78    B. 144    C. 252    D. 364    E. 468

# IQ TEST

**Test Your Powers of Reasoning With the Polymath Intellectual Ability Scale**

4. Eleven marbles are divided into a certain number of groups. Each marble is either black or white. There are exactly two white marbles in each group. Each of the groups contains a different number of marbles. One of the groups contains two more black marbles than another.

How many marbles does the largest group contain?

A. 4 B. 5 C. 6 D. 7 E. 8

5. Which letter continues the progression which begins with the following letters?

W L C T P W B W T F

A. L B. P C. T D. W E. Z

6. Each of the five sets of letters below can be arranged to form at least five words. Which set yields two words with opposite meanings?

A. A E L S T B. A E P R S C. A E R S T  
D. E I M S T E. E O P R S

7. # \* # @ \* % # \$

Which symbol comes next?

A. # B. \* C. @ D. % E. \$

8. Four men are blindfolded and a hat is put on the head of each; they are told that each man will receive either a red, yellow, or blue hat. Each can see the hats on the heads of the other three men when the blindfolds are removed; none can see the hat on his own head. They are instructed that they are to raise one hand if they see hats of exactly two colors on the heads of the other three men. While they are blindfolded, a red hat is placed on the head of one of the men, a blue hat on another, and yellow hats on the remaining two.

After the blindfolds are removed, the men who see hats of two colors have raised their hands, and each man has seen whether each of the others has raised his hand, the men with which colored hats can deduce the colors of the hats on their heads? (Assume all four men are completely rational.)

- A. none  
B. red and blue  
C. yellow  
D. all three colors  
E. It is impossible to determine from the information given.

9. Read the following statements:

- I. An odd number of these statements are false.  
II. At least two of these statements are true.  
III. Statements I and II are not both true.  
IV. If statement I is false then statement II is false.

Which of the above statements must be true?

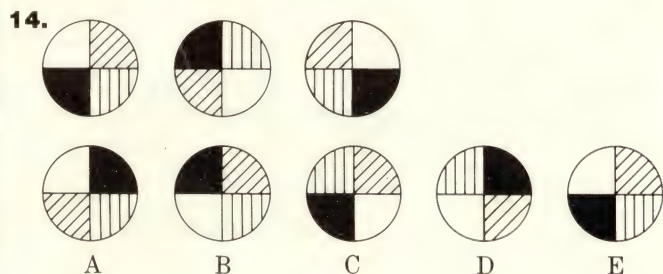
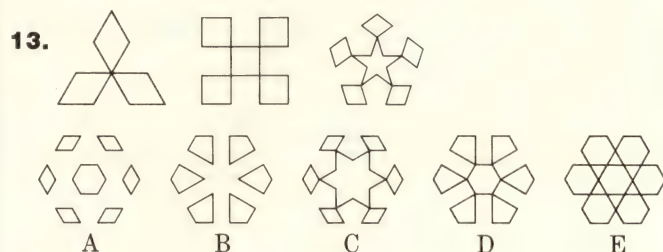
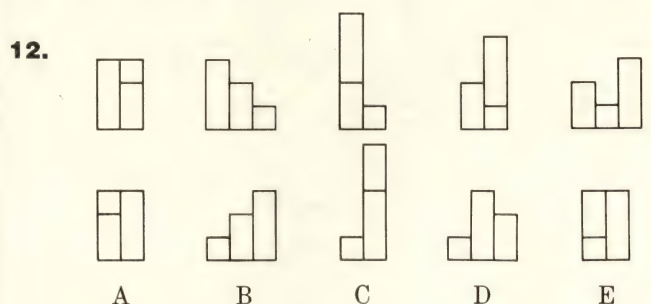
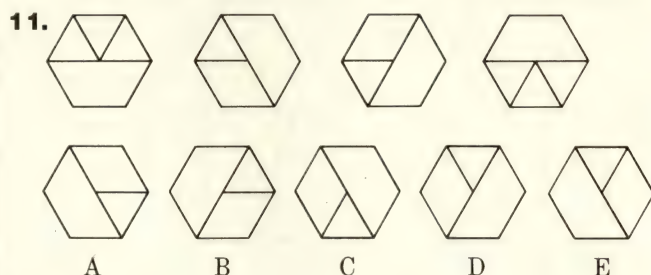
A. I B. II C. III D. IV E. none of the above

10. Four weights are colored red, yellow, blue, and green and weigh 2, 3, 5, and 7 pounds (not necessarily respectively). A robot performs weighing operations by placing any weight or combination of weights, as instructed, on the pans of a two-pan balance simultaneously and allowing the pans to tip or balance.

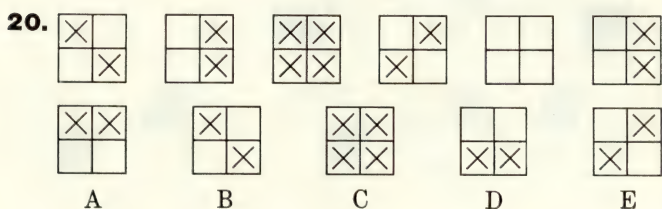
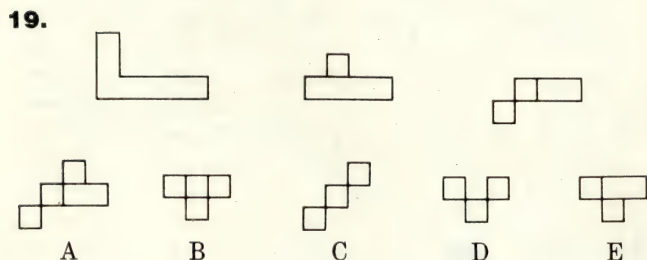
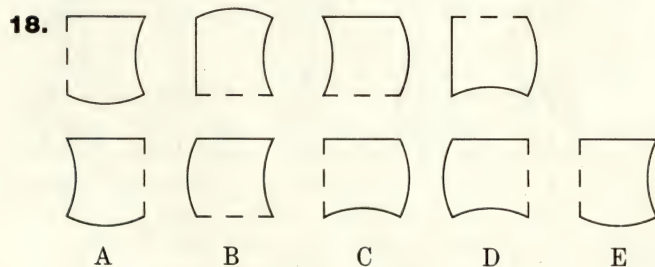
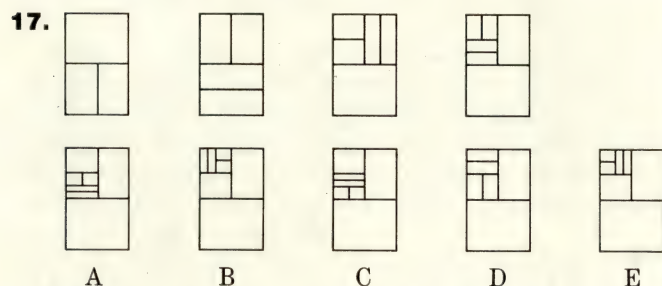
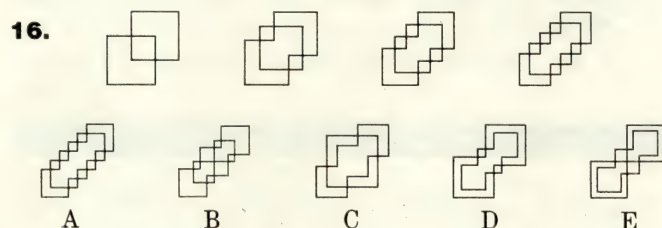
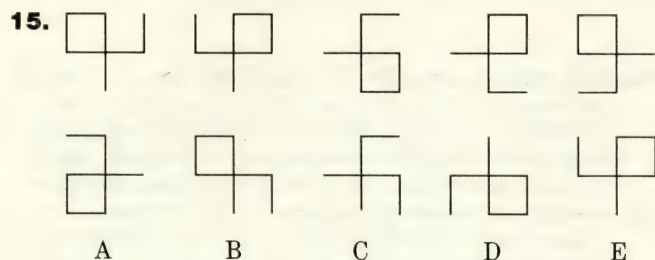
How many weighings will always be sufficient to determine the color of each of the weights, regardless of the order in which weights are chosen for trial weighings?

A. 2 B. 3 C. 4 D. 5 E. 6

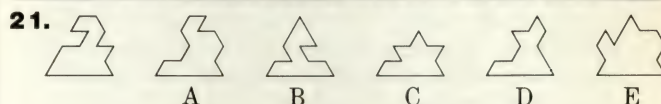
## FIGURE SERIES



# THE SUPER



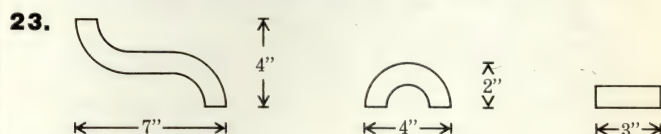
## MISCELLANEOUS SPATIAL PROBLEMS



The six pieces above fit together to make a regular hexagon. If the piece at the left is on the bottom, which piece is on the top?

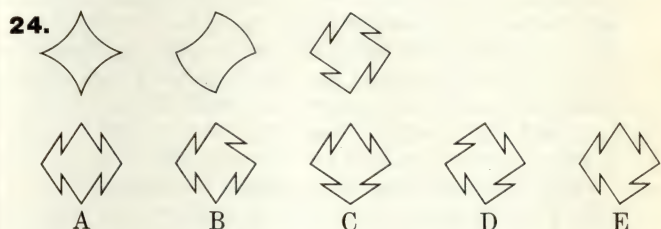
22. A 3 x 3 x 4 stack of cubical wooden blocks consists of 36 blocks glued together. How many of these blocks can be removed leaving a structure including all eight corner blocks? (Each block of the structure must be connected to the main body along a face, not just an edge or at a single point.)

A. 14 B. 16 C. 18 D. 20 E. 22

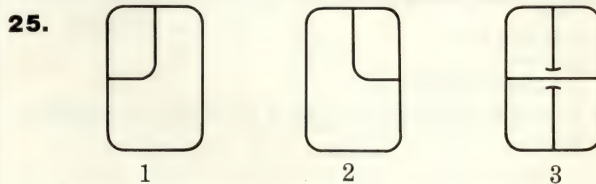


Using only the types of one-inch-diameter pipe shown above, and assuming the pipes are threadless and do not overlap where they are joined together, what is the minimum number of pieces of pipe required to span a 7-inch straight gap in a pipeline?

A. 3 B. 4 C. 5 D. 6 E. 8



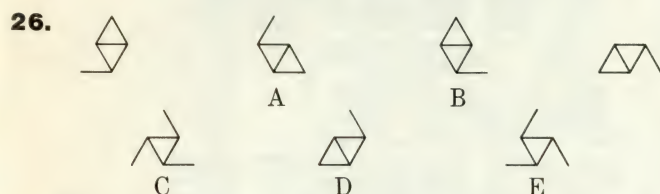
Which of the five lettered figures on the second line is related to the third figure on the first line in the same way that the second figure is related to the first?



You are given two of card number 1 and eight of card number 2. How many of card number 3 (crossover) will be required to arrange the cards to form a pattern including all ten cards given in a continuous loop? (Cards may not be overlapped; they may be turned 180 degrees from the orientation shown, but not turned by any other angle.)

A. 0 B. 1 C. 2 D. 3 E. 4

# IQ TEST



Which of the lettered figures is a mirror image of the missing figure?

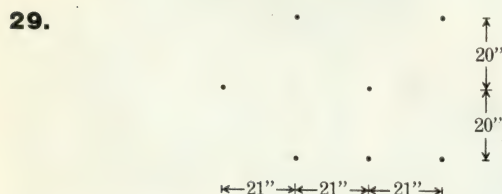


How many distinct routes are there for circumnavigating this figure, starting from point S and traveling on each segment of the figure exactly once? (Intersections may be included more than once.) Routes are distinct if they include the same segments in a different order. You must continue in the same direction at each meeting point of track segments, except that you may continue along either segment in your direction of movement at the two double switches, S and T.

A. 4 B. 6 C. 8 D. 12 E. 16

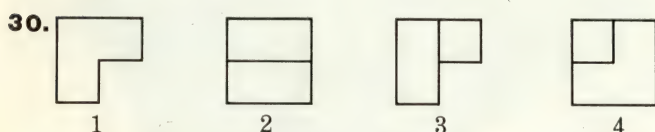
28. Each side of a cube is painted red, white, or blue. A white side is opposite a blue side. No red side is adjacent to another red side, nor is any white side adjacent to another white side. At least one blue side is adjacent to another blue side. The number of red sides of the cube is:

A. 0 B. 1 C. 2 D. 3  
E. It cannot be determined from the information given.



What is the minimum length of a single continuous path joining all seven points?

A. 148" B. 158" C. 168" D. 178"  
E. none of the above



Which two views could not be of the same undecorated three-dimensional object? (Faces meet only at right angles.)

A. 1 and 3 B. 1 and 4 C. 2 and 3  
D. 2 and 4 E. 3 and 4

## POLYMATH INTELLECTUAL ABILITY SCALE ANSWER SHEET

Name \_\_\_\_\_ Age \_\_\_\_\_ Sex \_\_\_\_\_

Address \_\_\_\_\_ Date \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Memberships in organizations which admit members on the basis of IQ: \_\_\_\_\_

Previous IQ and aptitude test scores (please leave Code blank):

Test	Code	Score(s)	Date (opt.)
Langdon Adult Intelligence	LA	Scaled _____ IQ _____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### MISC. SYMBOLIC PROBLEMS

16.	A	B	C	D	E
17.	A	B	C	D	E
18.	A	B	C	D	E
19.	A	B	C	D	E
20.	A	B	C	D	E

### MISC. SPATIAL PROBLEMS

21.	A	B	C	D	E
22.	A	B	C	D	E
23.	A	B	C	D	E
24.	A	B	C	D	E
25.	A	B	C	D	E
26.	A	B	C	D	E
27.	A	B	C	D	E
28.	A	B	C	D	E
29.	A	B	C	D	E
30.	A	B	C	D	E

### FIGURE SERIES

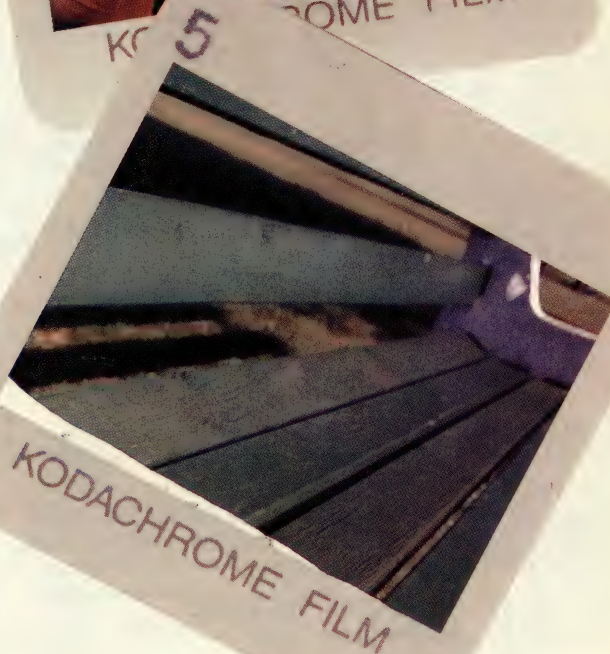
To receive a certified report of your score on this test, return your answer sheet, with \$8 scoring fee (check or money order), by Sept. 30, 1987, to:

Polymath Systems, P.O. Box 795, Berkeley, CA 94701

A journalist and editor, Kevin Langdon is the author of the Langdon Adult Intelligence Test (published by Omni and taken by more than 25,000 people) and principal author of the Four Sigma Qualifying Test. He has been active in a number of high-IQ societies, invented more than 50 games, and developed "Hallucinations," a screen pattern generator for the IBM PC and compatibles.

# WHAT ARE THESE OBJECTS?

ANSWERS, PAGE 54



6



KODACHROME FILM

11



KODACHROME FILM

9



KODACHROME FILM

12



KODACHROME FILM

10



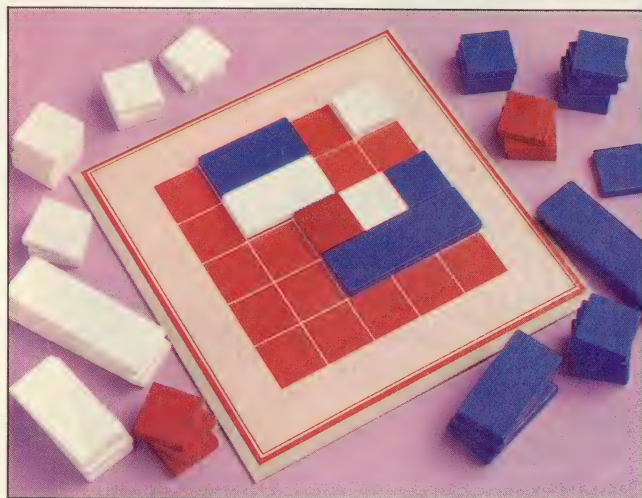
KODACHROME FILM

## CLUES

- 1 They're the pits!
- 2 One-track mind
- 3 Gets cold feet
- 4 For hotheads
- 5 Park place
- 6 Uncomfortable sit-uations?
- 7 Real fun-guy?
- 8 Fire at will
- 9 Gets into port
- 10 Russian money?
- 11 Heel!
- 12 Skim deep

# GAMES & BOOKS

EDITED BY SCOTT MARLEY



## STEPPE

**\$17.95 postpaid from DMR Games, Box 30654, Bethesda, MD 20814**

Steppe is an elegantly simple tile-stacking game for two. Each player gets a set of tiles in blue or white, worth 1, 5, or 10 points, depending on their size. Each also gets three red squares that have no value.

A seventh red square is placed in the center of the 5x5 board to start the game. Players alternate placing a tile. When the board is filled, the player who placed the last tile also places a tile to start a second level. Similarly, the player who fills the second level gets to start the third level.

On the second and third levels you can place tiles only on top of tiles of your own color (except that the middle of a 3x1 tile may bridge an opponent's tile). Red tiles may be placed on tiles of any color, and likewise any tiles may be placed on them.

When the third level is filled (using up all the tiles), or neither player can play, the game is over. Each

tile's value is multiplied by the level it is on, and the player with the most points wins.

Obviously you'd like to save all your high-point tiles for the top levels where they'll be worth the most. But those longer tiles are strategically most useful at the beginning of the game when you want to grab as many squares as you can. And while you're competing for spaces you're also trying to be the one to fill each level, since going first on the higher levels is an advantage.

The rulebook is exceptionally clear, and it includes some basic tips on strategy and a sample game to get you started. —S. M.

## SARACEN

**By Ilan Ginsburg; Datasoft; for Apple II series, Commodore 64 and 128; about \$20, or \$22.99 postpaid from Electronic Arts, Box 7530, San Mateo, CA 94403**

There aren't many truly great puzzle-action games. My list has Loderunner, Championship Loderunner, Boulderdash, Super Boulderdash, and that's it. Now there's Saracen.

## JITTERS

**Milton Bradley, around \$10**

Word games tend to be serious and contemplative; Jitters is anything but. Any number can play, but with more than five or six you might want to pair up.

On your turn, you start the 90-second timer, turn up a card, and roll the 12 lettered dice. Each card has a pattern of empty spaces to be filled in with the dice. One card, for example, shows a square of four intersecting three-letter words; another, a single six-letter word.

When you've filled in the pattern, you can stop the timer and collect your score (each card is worth 10 to

25 points). Or you can let the timer run, roll the dice again, and try another card. But be careful: If you don't finish your last card and stop the timer before time runs out, you don't score any points for that turn. The first player to reach 250 points wins.

If you don't like your letters, you can roll all 12 dice again as often as you need. There is also a silly rule that lets you turn one die to a different side if you need the letter; we recommend you ignore it. Here's a tip: If you see more words in your pattern than vowels on your dice, don't waste time, roll again.

Jitters takes about 15 minutes, but it's the sort of game you could play all night. —S. M.



In each of Saracen's 100 puzzles you try to blow up the Saracen Chief by placing a grenade next to it and shooting the grenade with an arrow. The grenade and the Saracen, however, are protected by locked or magic doors, soldiers, or bombs. Or all three.

Solving a puzzle takes strategy and precisely timed action. You can carry only one item at a time, so you must repeatedly go through mazes patrolled by soldiers

and mined with bombs that blow you up if you get too close. You can destroy some of these by shooting them, but only a limited number of arrows are available, and each may be shot only in the direction it is facing when you find it.

After the first few puzzles, expect to die many times before discovering the right strategy. Fortunately, you get an extra life for each puzzle you finally solve.

—B. H.

## PORTAL

By Rob Swigart; Activision;  
for most computers; \$40-50

Portal is an original, richly imagined work of interactive fiction. But unlike the Infocom style of interactive fiction (see "They Take the High-Tech Road to Adventure" in this issue), it is not a game and contains no puzzles; the interaction consists solely of your tracking down the threads of the story as it slowly unfolds on the screen.

The method by which the story is told is itself part of the story. You are a space traveler who, in the year 2106, returns to Earth after a long absence and finds it devoid of human life. Locating a Worldnet computer terminal (represented by your home computer), you begin to gather bits and pieces of information from 12 "dataspaces" within the

vast computer network.

These dataspace contain genetic, medical, and other facts about the important characters in the story; general scientific, military, and geographical information; and summaries of historical events from 1990 up to the present. The most important dataspace, however, is occupied by Homer, a computer algorithm with human sensibilities—and emotions—who narrates the story as you discover it.

Homer, who begins knowing nothing, is as eager as you are to learn what happened. At first, information is sketchy. But gradually, the factors that led to the great migration become clear, as do the strange events that led to the discovery of the Portal.

It's a wonderful story, and ultimately a moving one. And in the manner of its telling it is nothing less than brilliant. —B. H.

## GOOFY FANTASY GAMES

If all fire-breathing dragons are starting to look the same to you, take a break from your serious fantasy gaming to try something silly. After one of these games, you may never slay dragons with a straight face again.

### Wabbit's Wevenge

(Pacesetter, Ltd., \$15) is a sequel to last year's Wabbit Wampage, which enacted a war between a tribe of rab-

bits and a crazed farmer. In Wevenge the stakes are raised as Mayor McGreedy (a man with a "cwavering for wabbits and a lust for big money") tries to turn the critters into fur coats. Enter Wambo Wabbit, grenades and M16 in hand, to free his floppy-eared kin.

Characters—like Wambo, McGreedy, and Bernie the Dog—get a movement allowance and an attack strength. Weaponry includes a banana peel or a curved pipe (you know, to aim a flying bullet or grenade back at the opponent). To

win, Wambo must save more bunnies than McGreedy turns into coats.

**Kings & Things** (West End Games and Games Workshop, \$20) calls itself "the fantasy board game with everything," and makes good on that promise: the "Things" run the gamut from cows and bears to dinosaurs and Big Foot.

The board is made up of large hexagonal tiles, which are placed face down at the start of the game. As your assorted Things enter a tile, you flip it over to reveal the terrain. A die roll determines whether the hex contains anything else. Sometimes you'll pick up treasure, or a magic item, or earn special income. Other times you'll have to fight creatures like the sleepy-looking bears or the fierce killer penguins.

Your object is to expand your territory and pick up recruits while building forts. You win by earning enough income to turn a fort into a citadel. The board is different every game, and there are plenty of special characters, treasures, and creatures to keep the game fresh. Kings & Things is not just goofy, it's challenging and tremendous fun as well.

Americans, though, have no monopoly on goofiness. The British have unleashed two bizarre items recently.

**Blood Bowl** (Games Workshop, \$25) carries American football to its illogical extreme. The playing field looks familiar, but players include zombies, orcs, elves, skeletons, and other nasties. These players can

throw, or kick, or simply attack a nearby opponent. Hitting a player removes one of its "wound points"; a player reduced to one wound point is, at best, stunned—or, at worst, dead. The object, of course, is to score the most touchdowns, but the mayhem on the field is the real fun. And once you've read the tongue-in-cheek rulebook you'll look at the big game on Sunday in a whole new way.

### Chainsaw Warrior

(Games Workshop, \$25) is a solitaire game set in a lower Manhattan infested with strange creatures from another dimension. (We're talking zombies, not yuppies.) You try to remove the controller of the forces of evil, known as "the Darkness."

You roll dice to create a warrior, then choose weapons, clothes, and other items—ranging from lock-picking sets to the reliable Westron MKX Pistol-Grip Chainsaw. Each turn you flip a card to see what you meet, engage in combat if needed, and move the timer 15 seconds ahead. Various counters keep track of your radiation level, endurance, and marksmanship. If the Darkness hasn't been met and defeated in one hour, you—and New York City—lose.

Unfortunately, much of the game is mechanical; you get to choose your mode of combat, but that's it. Goofy fun, yes, but mostly a matter of luck.

—M. J. C.



# CONTEST RESULTS

FROM JANUARY

## HIGGLEDY-PIGGLEDIES

*Higgledy-Piggledy  
Contest contributors  
Pelted the office with  
Poetic hail.*

*Doubling dactyls in  
Eight-line biographies—  
Over a thousand ap-  
peared in our mail.*

*Given the strictures of  
Versification that  
Has as its keynote a  
Dactylic frame,*

*It's not surprising that  
More than a few of you  
Sent in a try where the  
Name was the same:*

*Gloria Vanderbilt—  
"Entrepreneurial";  
Susan B. Anthony—  
"Feminist plight";*

*Ludwig Van Beethoven—  
"Deaf as a post was he";  
Thomas A. Edison—  
"He saw the light."*

*Duping aside, you showed  
Great ingenuity,  
Proving once more our ex-  
travagant claims*

*No readers anywhere  
—Name any magazine—  
Are as resourceful as  
Readers of GAMES.*

*After the judges had  
Fussed and had budgeted,  
Entries were winnowed to  
Fifty or so.*

*Then came the hard part as  
Further deletion re-  
duced them to six: They are  
Printed below.*

—M. E. S.

### Grand Prize:

(A piggy bank and \$200 in coins)

*Higglevitch-pigglevitch,  
Anna Karenina,  
Russian romanticist,  
Cracked under strain,*

*Impetuosity  
Drove her to tragically,  
Melodramatically,  
Catch the next train.*

—Paul D. Murray  
Bonny Doon, CA

Runners-up:  
(A GAMES T-shirt)

*Higgledy-piggledy  
Philip of Macedon  
Cursed Alexander, his  
Famous papoose*

*"Why should I try to be  
Philoprogenitive?  
Everyone thinks that his  
Father was Zeus."*

—Keith H. Peterson  
Brooklyn, NY

*Jiggery-pokery,  
Senator Kennedy,  
Please list the virtues of  
President Ron*

*"Amiability ...  
Amiability ...  
Amiability ...  
Need I go on?"*

—Eileen Snider  
Cincinnati, OH

*Crotchety-quavery,  
Ludwig van Beethoven  
Stuck for an opening,  
Started to hum.*

*"How about DUM-da-da?  
No here's a better one—  
Incontrovertibly,  
Da-da-da DUM."*

—Nick Hobart  
New Port Richey, FL

*Higgledy-piggledy,  
Sergei Rachmaninoff  
Wrote his concertos for  
Hand-spans like wings.*

*Few, pianistically,  
Can, realistically,  
Digitalistically  
Play the damn things!*

—Robert P. Mink  
Honolulu, HI

*Normandy-Normandy  
William the Conqueror  
Channelled his strength against  
Celtics and Picts.*

*Domesday Book sponsor and  
Founder of juries, he's  
Mainly remembered for  
1066.*

—Susan S. Swatek  
Tulsa, OK

FROM FEBRUARY/MARCH

## FOURSQUARE

Never before have we received so many four-letter words from our readers. Over 1,500 readers competed to fill a 4x4 grid with 16 different letters, making as many words as they could, going either across taking one letter from each column, or down taking one letter from each row. The number of Across words *times* the number of Down words was the final score.

The element of multiplication meant that simply making the most words wasn't enough. For an optimum score, a high word count had to be combined with a balance between the Across and Down totals.

Two entrants tied for highest score with identical entries—and a third had the same grid but, unfortunately, found one word less. The winner, by random draw, is Michael S. Wolfberg of Concord, MA (8,366 points). He will receive dinner for 16 at a Chinese restaurant. Runner-up prizes of GAMES T-shirts go to: Kenneth Van Gorder, Vesta, VA (also 8,366 points); Donald R. Woods, Los Altos, CA (8,272 points); David Caudle, Albemarle, NC (8,096 points); Kyle Corbin, Raleigh, NC (8,096 points); and Nicholas J. Simicich, Peekskill, NY (8,008 points). —S. M.

### THE WINNING ENTRY

B	H	C	D
M	A	U	O
L	I	R	S
T	E	N	K

89 Across  
x 94 Down  
8366 points

**Across words:** BACK, BAND, BANK, BANS, BARD, BARK, BARS, BAUD, BAUK, BECK, BEND,  
(CONTINUED ON PAGE 58)

FROM APRIL/MAY

## HIDDEN CONTEST

While solving the cryptograms in the April/May Dszquphsbnt! (page 26), nearly 900 cipher sleuths found this message concealed in the tips and clues: THIS IS THE HIDDEN CONTEST. SEND US A CODE. INCLUDE SOLUTION. These code-minded readers sent area codes, ZIP codes, UPC codes, building codes, and messages in everything from Morse code to alphabet substitution codes.

The 25 T-shirt winners, chosen by random draw, are: Betti Abrecht, Ellore, SC; S. Barss, Lancaster, MA; Janet R. Bender, Somerset, PA; Gayle

(CONTINUED ON PAGE 58)

# ★ W I L D C A R D S ★

EDITED BY MIKE SHENK

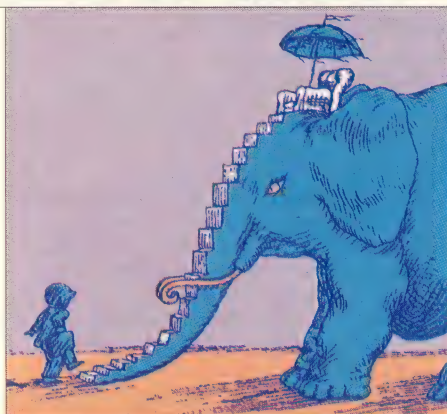
## IN OTHER WORDS LATIN 101

You don't need to know Latin to take this test—just match the 15 Latin words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Latin you know.

1. *arctos*
2. *arundo sacchari*
3. *dentiscalpium*
4. *dies festus*
5. *forum piscarium*
6. *hora somni*
7. *itinerarium*
8. *lana aurea*
9. *loca fervida*
10. *mons ignivomus*
11. *obliquus oculus*
12. *orbis lacteus*
13. *sonus gravissimus*
14. *taberna medicina*
15. *thesaurus*

- a. bass
- b. bedtime
- c. fish market
- d. golden fleece
- e. guidebook
- f. holiday
- g. Milky Way
- h. North Pole
- i. pharmacy
- j. side glance
- k. storehouse
- l. sugar cane
- m. toothpick
- n. tropics
- o. volcano

—Ruth Freedman



## TWISTS NEW HOLIDAYS

When some dates are written in numeric form (i.e., 1/1 for January 1), they suddenly seem appropriate days for new holidays for one reason or another. Can you match each of newly created holidays (1–7) below with the fitting date on which it should be celebrated (a–g)?

1. Convenience Store Day
  2. Jet Airplane Day
  3. "Buckle My Shoe" Day
  4. Woolworth's Day
  5. CB Radio's "Good Buddy" Day
  6. Waltz Day
  7. Ballet Costumer's Day
- a. 1/2                      e. 7/11  
b. 2/2                      f. 7/27  
c. 3/4                      g. 10/4  
d. 5/10

—Mel Loftus

## TOUGH NUTS SQUARE DEAL

I put a number of pennies, nickels, dimes, and quarters (at least one of each) on the table and said: "This is my offer. It is a square deal, because the total amount in cents is equal to the square of the number of coins."

The unexpected reply was: "If you

add seven more quarters to the offer, the value will still be the square of the number of coins, and I will accept it."

How many coins of each denomination did the original offer include?

—Guney Mentos

## WORDPLAY ANIMAL TAILS

Each of the animal names below can be made into a new word by adding one of the "Tail" words to its end. For example, the Tail LED can be added to the end of COW to form the word COWLED. Can you attach all the tails correctly?

### ANIMALS

COW	RAT	DOG
CAT	MOLE	RAM
ANT	ASS	BOAR
PIG	EMU	STAG

### TAILS

AILING	LATE	PAGE
DING	LED	STING
EON	MA	SUP
HEM	NATION	TAN

—Laurie Eynon

## TRIVIA WHO THE HECK

The owner of our local theater must be getting a bit dotty, because lately he's been mixing up the movie titles on the marquee. The titles were all of the form "Who the What," but their halves were mismatched, giving us the titles listed below. One film that actually played was *Alexander the Great*. Can you determine the rest?

*Alexander the Extra-Terrestrial*  
*Billy the Barbarian*  
*Blackbeard the Sailor*  
*Conan the Gay Blade*  
*Edison the Great*  
*E. T. the Duck*  
*Fritz the Kid*  
*Howard the Greek*  
*Sinbad the Cat*  
*Tarzan the Pirate*  
*Zorba the Ape Man*  
*Zorro the Man*

—M. S.



## WORDPLAY FOR SWIFTIES

The letter A sounds the same as the word "eh," which does not contain an A. There are five other letters that have homophones not containing the letters themselves. If you find them, you can rearrange them to spell a common word. What's the word?

—Gregory Reynolds

## FOR THE RECORD A/K/A

Famous works of literature and art often become known by abbreviated versions of their titles. Most of us know *The Adventures of Huckleberry Finn* as simply *Huckleberry Finn*, and "Arrangement in Grey and Black, No. 1: The Artist's Mother" as "Whistler's Mother." We've taken the actual titles of 10 works below and replaced the more familiar parts of each with blanks. How many of these blanks can you fill in?

1. *The Tragedy of \_\_\_\_\_, the Moor of Venice* (play)
2. \_\_\_\_\_; or, *How I Learned to Stop Worrying and Love the Bomb* (film)
3. *The Ingenious Hidalgo \_\_\_\_\_ of La Mancha* (book)
4. \_\_\_\_\_ *Enlightening the World* (statue)
5. *On \_\_\_\_\_ by Means of Natural Selection* (book)
6. \_\_\_\_\_; or, *The Whale* (book)
7. *On the Beautiful \_\_\_\_\_* (waltz)
8. *The Strange Case of \_\_\_\_\_* (book)
9. \_\_\_\_\_; or, *The Town of Titipu* (operetta)
10. \_\_\_\_\_'s *Adventures* \_\_\_\_\_ (book)

—Mark Isaak

# High-Tech Road to Adventure

(CONTINUED FROM PAGE 17)

er space, that the sun and moon are where they're supposed to be—stuff like that."

In *Infidel*, for example, the player finds a wooden beam that he must take with him to solve a puzzle later on. "The beam is described as being a certain length and width," Brennan says, "and I calculated that it would have to weigh 500 pounds."

Alpha testers especially like what they call container bugs, the first major example of which they found in *Hitchhiker*. Based on a best-selling book, this wacky science-fiction comedy seems bent on proving that anything is possible, even if it isn't. In the game, reports 26 year-old Liz Cyr-Jones, who was an English and sociology major in college and now is head of product testing, "there's a thing your aunt gave you—very small, but it can hold huge quantities. The bug was, you could put the thing in the pocket of your robe, but if you then took off your robe with the thing still in it and then put the robe in the thing, you found you didn't have the thing anymore."

When the alpha testers have had their fun, the game goes back to the writer for revisions. Then comes "beta," the month-long second test phase, when for the first time people from outside the company play the game. This is a constantly changing group of about 15 happily unpaid Infocom fanatics who get free copies of the games and test them for old and new bugs.

The third and final phase is "gamma" testing, which essentially duplicates beta with a new group of about 15 eager volunteers. Finally, when all the tests are done, the game is sent out for duplicating and shipping to dealers. Even then, bugs are occasionally discovered by the public, necessitating a new, corrected edition of the game. "At least 20 versions of *Zork*

have been shipped by now," says Meretzky.

Infocom has come a long way since its founders first encountered that small brick building in Adventure. But along the way the company has had its disappointments, especially *Fooblitzky*, its first (and thus far only) game with graphics, and *Cornerstone*, its first (and probably last) business product.

*Fooblitzky*, a multiplayer strategy board game that consists entirely of graphics, was a very good, very amusing game, but it didn't sell. Perhaps the major problem was that Infocom fans apparently prefer solitaire games.

On the other hand, *Cornerstone*, a database manager software program intended for large corporations, suffered, says Meretzky, because "it's outside the mainstream of Infocom's focus, which is home software."

*Cornerstone* cost so much time and money to develop that Infocom found itself short of operating capital. "It was while we were looking for additional funding," says Berez, "that the idea came up of merging with Activision." The marriage was consummated in June 1986. Since Activision intends to retain its hard-won position as a leading publisher of entertainment software, Berez predicts that Infocom will stay closer to home in the future.

"Our diversion into business software took our focus off the entertainment line," he says. "Since we've decided that's really where our future is, we can start moving in a lot of new directions in entertainment software. I think you'll see much more diversity in interactive fiction over the next few years." For Infocom, and its games, the adventure continues. ■

Contributing Editor Burt Hochberg's favorite Infocom game is whichever one he happens to be playing at the moment.

ANSWERS, PAGE 57

# EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

## AUGUST DAY OF THE MONTH: AUGUST 13

A salute to southpaws is the purpose of International Lefthanders Day, August 13. People, especially righties, are urged to recognize the needs of lefthanders whose actions and tasks are often hindered by the structure of a righthanded world. Scissors, golf clubs, rulers, even the layout of crossword puzzles are sources of frustration for 130 million lefties worldwide. A broad range of lefthanded products is now available through Lefthanders International, Box 8249, Topeka, KS 66608.

**BACKGAMMON** The weeklong Green Mountain Festival of Backgammon will take place August 17-23, at the Equinox in Manchester Village, Vermont. The event will include a \$1,000 charity tournament, the Vermont State Championships, and the Canadian Open Championships. Entry fee ranges from \$25 to \$250 according to level of skill. Over \$50,000 in prize money will be awarded. Contact: International Backgammon Association, 1300 Citrus Isle, Ft. Lauderdale, FL 33315, or call (800) 362-4747.

**CRIBBAGE** Players of all levels will find their niche at the 14th Annual National Open Cribbage Tournament, August 8-10, at the North Raleigh Hilton, in Raleigh, North Carolina. Nearly \$30,000 in prize money will be awarded in the four tournaments. In the Championship Tournament, prize money will go to the top 64 finishers. All tournament rounds will be best-of-seven games, double elimination. Entry fee is \$55. Contact: National Open Cribbage Tournament, P.O. Box 12800, Raleigh, NC 27605, or call (919) 890-6064.

**JIGSAW PUZZLES** Contestants will have a chance to pick up the pieces at the American Publishing National Jigsaw Puzzle Championships, August 15-16, in Athens, Ohio. Timed competitions are held for singles and doubles, along with a new junior category for kids up to 12. Entry fee ranges from \$5 to \$25. Prizes of \$1,000, \$750, and \$500 will go to the top three winners of the singles and doubles events, and finishers up to 15th place will also receive cash awards. Contact: The Dairy Barn, P.O. Box 747, Athens, OH 45701, or call (614) 592-4981.

**SAND SCULPTING** Beachcombers of all ages are invited to the Sand Sculpture Contest at Wildwood Beach, August 22, in Wildwood, New Jersey. Categories are open, and prizes will be awarded. Contact: Dept. of Tourism, P.O. Box 609, Wildwood, NJ 08260, or call (609) 522-1407.

**SUN TANNING** Even the fair-skinned will have the opportunity to gain special recognition at the Miscellaneous Sun Tanning Tournament, August 20, in Ocean City, New Jersey. Prizes will be awarded in very specific categories, such as best tanned soles of feet, best T-shirt tan, palest ring finger, most original body design; and there's even a Count Dracula division (which skin doctors should approve of) for the palest person. Contact: Public Relations Dept., City Hall, Ocean City, NJ 08226, or call (609) 399-6111.

## SEPTEMBER DAY OF THE MONTH: SEPTEMBER 22

This day marks the birthday of the ice cream cone. Italian immigrant Italo Marcioni went into the portable restaurant business in New York City, beginning with a single pushcart dispensing lemon ice. His success led to a small fleet of vending carts and inspired the inventive Marcioni to develop a cone in which to serve his tasty refreshment. Originally made of paper, and later of pastry, the cone was first produced in 1896. Marcioni finally applied for a patent for his new mold on September 22, 1903. Three months later, U.S. Patent No. 746971 was issued to him.

**BED RACE** Bed-lam would best describe the Championship New Haven Bed Race, September 12, in Connecticut. Over 500 participants, five persons to a bed and none of them sleeping on the job, will race the 60-yard course over the New Haven Green. Judges will choose the best-looking bed in 40 different categories, including most heavenly, best-sounding, hottest, neatest, and tackiest. Entry fee is \$275 per bed. All money goes to the Fresh Air Fund, which will send 1,100 inner-city kids to summer camp. Trophies are awarded. Contact: New Haven Register, 40 Sargent Dr., New Haven, CT 06511-5918, or call (203) 562-1121.

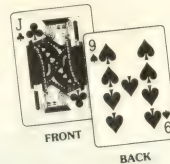
**HANG GLIDING** Spectators are in for a soaring experience at the Masters of Hang Gliding Championship, September 9-20, in Linville, North Carolina. Pilots from all over the world compete in different flight tasks, launching from Grandfather Mountain over a designated course. The first place winner receives \$5,000 and a Masters trophy. Admission for spectators is \$6 for adults and \$3 for children. Contact: C. Horton, P.O. Box 128, Linville, NC 28646, or call (704) 264-1299.

**RENAISSANCE FESTIVAL** Journey back to Elizabethan England with revelry and merrie making, at the Pennsylvania Renaissance Faire, July 4 through October 11. The Faire unfolds on the Mount Hope Estate & Winery, just outside of Cornwall, Pennsylvania. The 16th century comes alive with merchants and mystics, jugglers and jesters. Shakespearean theater, a human chess match, and a medieval jousting tournament are some of the highlights. Entry fee is \$8.75 for adults and \$3 for children. Contact: P.O. Box 685, Cornwall, PA 17016, or call (717) 665-7021.



## CARD PLAYERS:

Have Six Million Times the Fun!



It's the most revolutionary change in card games ever. Janus Cards are two complete decks in one: Each card is two-faced, bearing a different number and/or suit on each side. (For example, one side may be a 10 of hearts, the other side a jack of spades.)

Since plays can be made with either the front or back of a card, new strategies abound. With Janus Cards, even a game as simple as poker has an additional 6,087,784 card combinations. Imagine the nearly infinite new possibilities of gin rummy! Whether your favorite game is whist, seven-card stud, or old maid, you'll be royally flushed with Janus's challenges.

Each Janus deck contains 52 standard, plastic-coated cards. Send a check or money order for \$4.95 per deck to Janus Cards, Joe King Enterprises, Two Pear, WI 11228.

Order now and receive free these booklets: *Double-Decker Bridge*, *Six Day Solitaire*, and *71 Variations on Go Fish*.

## GAMES

### Change of address

Attach present mailing label here and write in new address. Allow 6 weeks for change to take effect.

☐ List Preference: We occasionally make our list of subscribers available to carefully screened organizations whose products and services might be of interest to you. If you prefer not to receive such mailings, please check the box and attach your label.

ATTACH PRESENT LABEL HERE

### NEW ADDRESS:

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_  
STATE \_\_\_\_\_ ZIP \_\_\_\_\_

### MAIL TO:

**GAMES**

P.O. BOX 10148, Des Moines, Iowa 50340

# ANSWERS

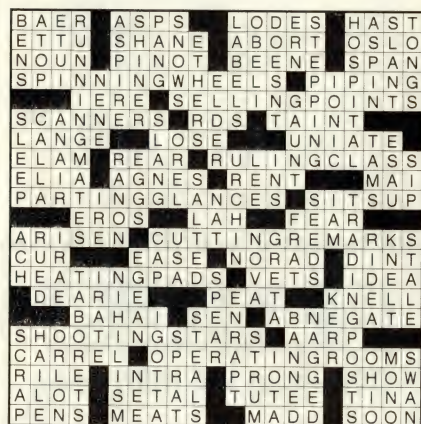
## 46 EYEBALL BENDERS

- 1 Cherries
- 2 Railroad rail
- 3 Hockey skate
- 4 Firemen's helmets
- 5 Park bench
- 6 Folding chairs
- 7 Mushroom
- 8 Book matches
- 9 Corkscrew
- 10 Red cabbage
- 11 Dog's paw
- 12 Book

Photo credits:

1, 7, 10, by Bruce Coleman Inc.; 2, 6, by Karen Strom; 3 by Kimberly Butler; 4 by Alfred Gescheidt; 5 by Keith Glasgow; 8 by Theresa Shields; 9 by Mary Anne Hawkins; 11 by Ginger Louder; 12 by Maria Ferrari.

## 31 WHAT'S MY LINE?



## 30 THREE LITTLE WORDS

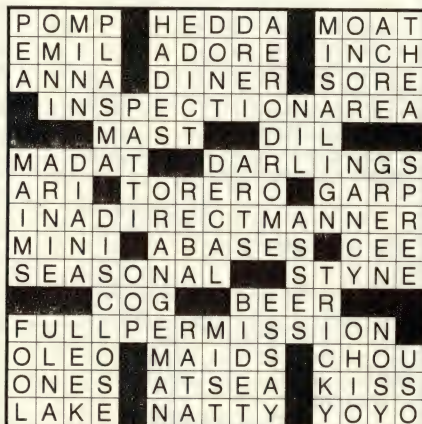
A = CHECK; B = POINT; C = BLANK

The missing clues are:

20-Across "Check point"

38-Across "Point blank"

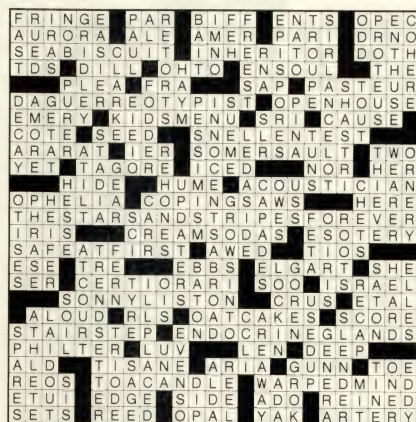
51-Across "Blank check"



## 40 BRINGING UP BABY

The photos of Alison were shot in the following chronological order: 9, 10, 4, 2, 8, 12, 7, 1, 3, 6, 11, 5.

## 35 IN A PHRASE



## FAKE AD

The Fake Advertisement announced in the Table of Contents was for Janus Cards and appeared on page 53. Idea by Mary Ellen Slate.

## 24 IN 1000 ANSWERS WORD LIST

ANTENNA	PENITENT
ATTENDANCE	PERSISTENCE
ATTENTION	POTENCY
BARTENDER	POTENTIAL
CENTENNIAL	PRETENTIOUS
COMPETENCE	RETENTIVE
CONSISTENCY	SENTENCE
CONTEND	SHORTEN
CONTENT	SOFTENED
DETENTE	STENCIL
DISTEND	STENOGRAPHER
EXISTENCE	STRAIGHTEN
EXTENSIVE	SUSTENANCE
EXTENUATING	SWEETEN
FLATTEN	TENACIOUS
FORGOTTEN	TENDERFOOT
FRIGHTEN	TENDERHEARTED
HEARTEN	TENDONITIS
HYPOTENUSE	TENDRIL
INTENSE	TENEMENT
INTENTION	TENSION
INTERMITTENT	TENTACLE
KINDERGARTEN	TENTERHOOKS
LATENCY	TENUOUS
LIEUTENANT	THREATEN
MAINTENANCE	TUNGSTEN
MOISTEN	UNFASTEN
OFTENTIMES	UTENSIL
OMNIPOTENT	WHITENER
OSTENTATIOUS	WRITTEN

## 30 REORDER BLANKS

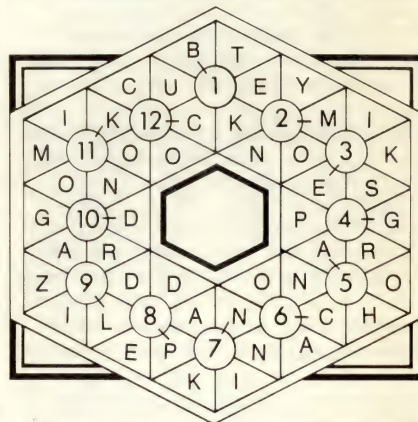
1. Cellar
2. Braille
3. Stable
4. Dialect
5. Ringside
6. Senorita
7. Listen
8. Instance
9. Tidiness
10. Spaniels

## 34 DOUBLE CROSS

- A. THE WHITE HOUSE
- B. WILDEBEEST
- C. ALLOWANCE
- D. IT HAPPENED ONE
- E. NIGHT
- F. MATTER
- G. OUTTHRUST
- H. RAQUEL WELCH
- I. ELVIN HAYES
- J. TOGGLE BOLT
- K. REGENT
- L. AGATHA CHRISTIE
- M. MORN
- N. POWDER SNOW
- O. SHIP OF FOOLS
- P. ABBEY ROAD
- Q. BUCEPHALUS
- R. RENT
- S. OTTERHOUND
- T. AGITATING
- U. DON QUIXOTE

[Coming] in on the equator this noon. A sailor explained to a young girl that the ship's speed is poor because we are climbing up the bulge toward the center of the globe, but that when we . . . get over, at the equator, and start downhill, we should fly.—(Mark) Twain, *More Tramps Abroad*

## 35 PICTURE BEEHIVE



## 6 LETTERS

### Secret Code

GAMES magazine asked for "a code";  
I pondered a while, and showed  
That with inspiration  
And much perspiration  
A coded ode I could unload.

# Michigan Man Discovers "Underground" Lottery Report— Wins \$1,110,198.00.

**Will Richey is convinced he has discovered the *absolute* way to play the Lottery.**

W. Richey of Michigan was skeptical when he heard the story about a "hot" Lottery Report that was going around: *Supposedly anyone who got a copy immediately won the Lottery.* He laughed. "It must be a put on—a Scam," he told his wife.

He was a practical family man. He believed in hard work—not daydreaming. With a wife and twin teenage girls to support, he toiled long hours at his carpet store. But he still couldn't keep up with bills... and meanwhile he kept thinking about this special 'underground' Report: *He knew he could get one for himself for only \$10.* "If this is a Scam all you lose is ten dollars," his wife said to him.

So he sent away for this 'underground' Report. *When it came, he used it—SO FAR, HE'S WON THE LOTTERY THREE TIMES IN 10 DAYS FOR \$1,110,198.00.* "For ten dollars, I found out how to win a million dollars."

**Other people in America used this Report. Here's what happened to them:**



**He wins \$427,800.00.**

G. Hartung of Pennsylvania, wrote, "to be honest, when I received the Lottery Report I was skeptical but determined to give it a try. And when I tried it, I WON \$427,800.00"



**They win 60 Times in five months.**

Tom Mayer and his wife played the Lottery for three years without winning. But all that changed when they got the Report. *In the last five months this 'Can't Miss' system has netted them 60 winning tickets and \$1.4 MILLION!*



**He hits \$13.7 Million Jackpot.**

Working an assembly line to support his family, Manuel Garcete had unsuccessfully played the Lottery many times. When he received his special report, he picked a number combination as directed in the New York State Lottery. AND HIT THE \$13.7 MILLION JACKPOT.



**He wins \$310,000.00.**

Ken Mathis—a gambling and wagering buff—never had a Big Hit in the Lottery. But when he obtained this special Lottery report...he used it picking a Lottery number combination...AND WON \$310,000.00.



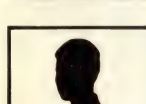
**They win \$517,000.00**

Max and Wonda Harrell—down to their last few dollars—sent for this special Report. After reading it, they saw their chances of winning were so great, they "actually expected to win." And win they did—MORE THAN \$517,000.00.



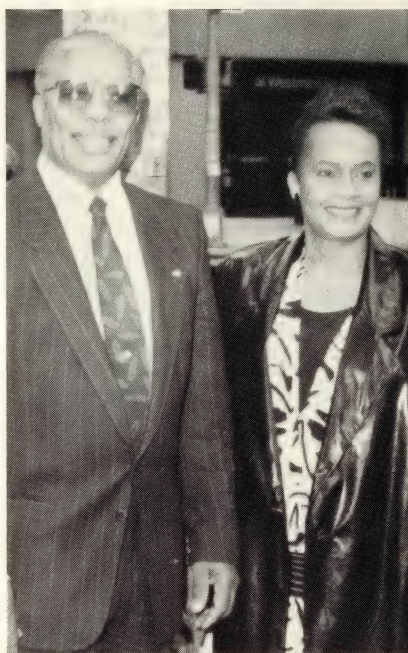
**He wins \$604,000.00.**

Leavelle Carter—a successful executive/computer programmer—played the Lottery for years without real luck. After receiving this hot Report, he used it in the Washington D.C. Lottery AND WON \$604,000.00.



**She hits \$10.1 Million Jackpot.**

She's a rural housewife who wants to remain anonymous. When she received this insider's Report, she used the information to pick a Lottery combination—AND SHE WON MORE THAN \$10 MILLION. (Major newspapers described how she used the hot "Lottery Report" to win the jackpot.)



Mr. and Mrs. Richey are calmly preparing for their next Lottery win! Says Mrs. Richey: *I'm going to Win again and again. With this Report I'm sure of it.*

**Gail Howard—the genius behind this Special Report—playing her own system 104 times in 12 months—Wins 72 Times!**



Lottery players throughout America are now taking notice of Gail Howard and her hot Lottery Report. A numbers genius, she spent two long years developing this proven way to beat the Lottery. Then she tested it, playing the Lottery 104 times within a 12-month period—and winning an amazing 72 Lottery prizes.

Why has she gone public with this hot Lottery report and released her 'Can't Miss' System? *"Because I have all the money I need. Frankly, this is my chance to become the most famous woman in America. To be known—by millions—as the woman who beat the Lottery... and enabled others to beat it too."*

**If you are skeptical about how this Lottery Report can make you win, read this.**

Recently, a Professor of Statistics found out about this Lottery Report. At once he was skeptical of the claims. He obtained a copy of the Report and conducted an extensive in-depth analysis. His findings put to rest his skepticism:

*"This Report increases one's chances of winning the State Lottery—and other similar Lotteries—by well over 500%. Anyone attempting the Lottery would be foolish not to use this information," he concluded.*

With this Report in your hands, you can expect to win the Lottery just like Gail Howard and other people have. If you are an adult preparing to enter your State or any State or Canadian/International Lottery, you may receive a copy of this Special Report.

**100% Money Back Guarantee!**

Please realize this: *Once you receive your Lottery Disclosure Report, the amount of money you can win depends upon the "pot" of the lottery. (It might be well up in the millions or it may be thousands.)*

If you want to play your Official State Lottery—or any State Lottery you like (it doesn't matter where you live—this Special Report explains how to play and win in any State and Canadian Lottery)—you can come away with a Lottery prize of up to thousands or more! You have a money-back guarantee. If you are not satisfied, simply return your copy of the Report and your purchase price will be refunded. You know how much you can win. Look at Manuel Garcete.

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Please send me:

Lottery Disclosure Reports for only \$10 plus \$2 postage & handling each ..... \$12 \$\_\_\_\_\_  
☐ Check here for rush FIRST CLASS .....  
Priority Mail, add ..... \$ 1 \$\_\_\_\_\_

Make check payable to: Special Report Office. Grand Total \$\_\_\_\_\_  
Or charge my: ☐ Visa ☐ MasterCard

Acct. # \_\_\_\_\_ Exp. Date \_\_\_\_\_  
If I am not satisfied for any reason I may return the report for a full refund.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

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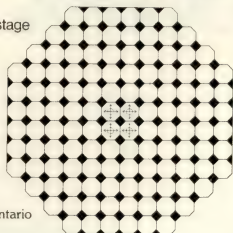
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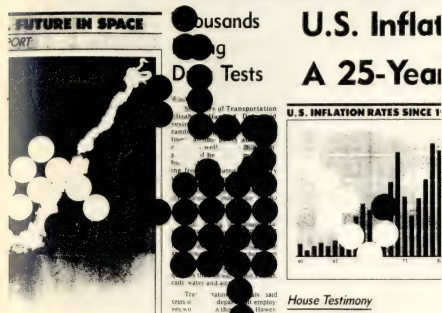
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## ANSWERS

### 32 DSZQUPHSBNT!

- CRYPTOON. "If I weren't so worried about seriously hurting you, I'd give you a good one right in the nose!"
- FAST FOOD. Wouldn't it be fun to go into McDonald's, order a billion hamburgers, and watch them change the sign?
- DON'T LET GO. Imagine how chaotic a world this would be if gravity simply pulled everything to the left.
- I BEFORE E. The English language reads as though it were devised by a bad speller with access to a printing press.

cess to a printing press.

5. MEMORY SERVES. Telephone numbers can be remembered for just the time it takes to close the directory and get halfway to the phone.

6. LOOK IT UP. One particularly useless invention that comes to mind would be a dictionary with an index of the words in back.

7. TONGUE TWISTER. Try saying this three times quickly: Miss Sith is thick-skinned but Miss Thistle's skin is thicker.

### 25 NOT TOO "HARD"

G	A	S	P	S		C	R	I	B		C	A	M	P
A	D	L	A	I		A	I	D	E		O	V	A	L
B	O	U	L	D	E	R	C	O	L	O	R	A	D	O
E	G	G		N	A	V	E	L		D	A	I	L	Y
				W	E	R	E			J	E	L	L	Y
S	P	R	A	Y	S		D	R	E	S	S			
O	R	A	L			A	R	I	E	S		A	L	A
R	O	C	K	O	F	G	I	B	R	A	L	T	A	R
E	W	E		T	U	R	N	S		E	A	R	L	
				S	T	E	A	K		B	R	A	N	D
				T	O	T	A	L		P	E	E	P	
A	R	R	O	W		C	H	I	N	A		L	A	P
W	I	L	M	A		F	L	I	N	T	S	T	O	N
A	T	O	P			R	A	N	K		O	W	I	N
Y	E	N	S			O	N	T	O		N	O	S	E

### 23 MARCHING BANDS

O	V	E	R	T	R	I	C	K	S	H	A	W
S	P	A	R	S	E	C	A	S	S	O	C	K
R	E	L	A	T	I	N	G	O	L	D	I	E
O	M	E	L	E	T	H	A	L	F	W	A	Y
T	I	R	A	D	E	C	O	L	L	A	T	E
A	G	O	G	E	S	C	A	L	A	T	E	D
L	E	G	A	C	Y		R	E	V	E	R	E
U	R	I	S	E	L	E	C	T	O	R	A	L
C	O	D	E	I	N	E	G	A	R	A	G	E
E	N	D	M	O	S	T	S	I	G	N	E	T
P	O	U	R	E	D	A	B	S	E	N	C	E
S	C	O	P	E	K	I	L	O	G	R	A	M
E	C	R	U	O	S	C	I	L	L	A	T	E

## WILD CARD ANSWERS

### LATIN 101

- 1-h, North Pole
- 2-l, sugar cane
- 3-m, toothpick
- 4-f, holiday
- 5-c, fish market
- 6-b, bedtime
- 7-e, guidebook
- 8-d, golden fleece
- 9-n, tropics
- 10-o, volcano
- 11-j, side glance
- 12-g, Milky Way
- 13-a, bass
- 14-i, pharmacy
- 15-k, storehouse

Adapted from Words, Ltd., Molokai, HI 96742

### SQUARE DEAL

The original offer was one penny, three nickels, four dimes, and one quarter.

### ANIMAL TAILS

The words are:

- Cowled
- Catsup
- Anthem
- Pigeon
- Rattan
- Molesting
- Assailing
- Emulate
- Dogma
- Rampage
- Boarding
- Stagnation

### NEW HOLIDAYS

- 1-e; 2-f; 3-a; 4-d; 5-g; 6-c; 7-b

### WHO THE HECK

The original movies were:

- Alexander the Great
- Billy the Kid
- Blackbeard the Pirate
- Conan the Barbarian
- Edison the Man
- E. T. the Extra-Terrestrial
- Fritz the Cat
- Howard the Duck
- Sinbad the Sailor
- Tarzan the Ape Man
- Zorba the Greek
- Zorro the Gay Blade

### FOR SWIFTIES

The word is QUICK. The homophones are "cue," "ewe" or "yew," "eye" or "aye," "see" or "sea," and "cay."

### A/K/A

1. Othello
2. Dr. Strangelove
3. Don Quixote
4. (The Statue of) Liberty
5. The Origin of Species
6. Moby Dick
7. Blue Danube
8. Dr. Jekyll and Mr. Hyde
9. The Mikado
10. Alice ... in Wonderland

### 33 CRYPTIC CROSSWORD 1

#### ACROSS

- 1 Sash (S + ash)
- 3 Heavy metal (have my tale)
- 9 Tailing (t + ailing)
- 11 Eastern (sea + tern)
- 12 Hello (Hell + O)
- 13 Oversea (O + verse + a)
- 15 Martial (marshal)
- 16 Shovels (s + hovels)
- 18 Oranges (o + ranges)
- 21 Abridge (a + bridge)
- 23 Plateau (deeP LATE AUtumn)
- 25 Opted (op + Ted)
- 27 Hardest (threads)
- 28 Dungeon (one dug + n, & lit.)
- 29 Pleasantry (peasantry + l)
- 30 Ashy (a + shy)

#### DOWN

- 1 Set the mood (to do themes)
- 2 Stiller (retills)
- 4 Eggroll (logger + l)
- 5 Viewers (l swerve)
- 6 Mists (miss + t)
- 7 Teenage (springTEEN AGEnt)
- 8 Lynx (links)
- 10 Ironing (on + l + ring)
- 14 Ascendancy (candy canes)
- 17 Our Town (worn out)
- 19 Asperse (per se + A's)
- 20 Sweeten (teens we)
- 21 Asunder (as + under)
- 22 Dithers (Reds hit)
- 24 Abets (a + bets)
- 26 Shop (posh)

### 33 CRYPTIC CROSSWORD 2

#### ACROSS

- 1 Rustic (Curtis)
- 4 Commando (co. + M + man + do)
- 9 Crawl (scrawl - s)
- 10 Cart horse (short race)
- 11 Careworn (Carew + Ron)
- 12 Ordeal (or + deal)
- 14 Even (two meanings)
- 15 Superjet (pure jest)
- 19 Timeouts (titmouse)
- 20 Plop (pop + L)
- 23 Campus (Camus + P)
- 25 Lingerie (linger + i.e.)
- 27 Realizing (Eliza + ring)
- 28 Ennui (dozEN NUISances)
- 29 Dairyman (myriad + an)
- 30 Adhere (ad + here)

#### DOWN

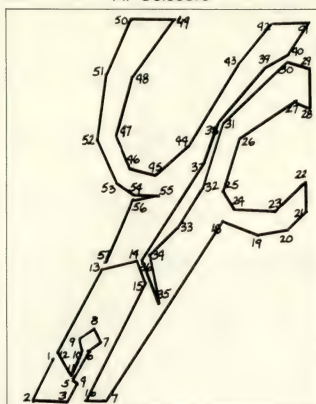
- 1 Ricochet (or hectic)
- 2 Starriest (tarries + st.)
- 3 In-laws (lawn is)
- 5 Ogre (er + go)
- 6 Maharaja (ajar + a + ham)
- 7 Nerve (never)
- 8 O'Neill (one + ill)
- 10 Corduroy (cord + your)
- 13 Seething (see + thing)
- 16 Tolerance (ole + trance)
- 17 Impunity (imp unity)
- 18 Appetite (p + a + petite)
- 21 Scored (core + S.D.)
- 22 Agreed (Ag + reed)
- 24 Miami (guaM I AM In)
- 26 Diva (avid)

### 20 NAMESAKES CALL OUR BLUFF

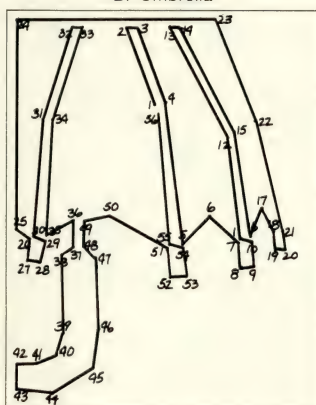
The fake eponyms are Parr for the Course and The Great Cover Up.

### 38 CONNECT-THE-DOTS

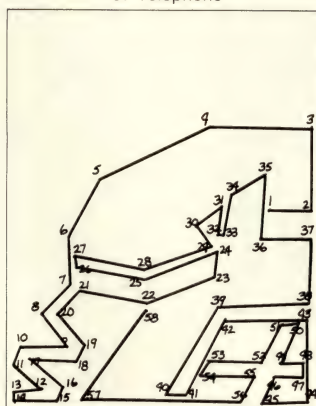
A. Scissors



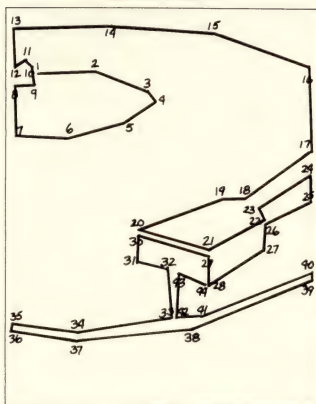
B. Umbrella



C. Telephone



D. Turntable



### FROM FEBRUARY/MARCH FOURSQUARE

(CONTINUED FROM PAGE 50)

BENO, BENS, BERS, BEUK, BICK, BIND, BINK, BINO, BINS, BIRD, BIRK, LACK, LACS, LAND, LANK, LANS, LARD, LARK, LARS, LAUD, LECK, LEND, LENO, LENS, LEUD, LEUK, LICK, LIND, LINK, LINO, LINS, LIRK, MACK, MACO, MACS, MAND, MANO, MANS, MARK, MARO, MARS, MAUD, MAUK, MECS, MEND, MENO, MERD, MERK, MERO, MERS, MICK, MICO, MIND, MINK, MIRD, MIRK, MIRO, MIRS, TACK, TACO, TANK, TANS, TARO, TARS, TAUS, TECS, TEND, TENS, TEUK, THRO, THUD, THUS, TICK, TICS, TIND, TINK, TINS, TIRO.

**Down words:** BAIN, BAIT, BALE, BALK, BARE, BARK, BARN, BART, BASE, BASK, BAST, BOLE, BOLT, BORE, BORN, BORT, BOSE, BOSK, BUIK, BULE, BULK, BULT, BURE, BURN, BUSK, BUST, CAIN, CALK, CARE, CARK, CARN, CART, CASE, CASK, CAST, COIN, COLE, COLK, CORE, CORK, CORN, COSE, COST, CUIT, CULT, CURE, CURN, CURT, CUSK, DALE, DARE, DARK, DARN, DART, DASK, DAST, DOIT, DOLE, DOLT, DORE, DORT, DOSE, DOST, DUIT, DULT, DURE, DURK, DURN, DUSK, DUST, HAIK, HAIN, HAIT, HALE, HALT, HARE, HARK, HARN, HART, HASK, HAST, HOIT, HOLE, HOLK, HOLT, HORN, HOSE, HOST, HULE, HULK, HURE, HURT, HUSK.

### FROM APRIL/MAY HIDDEN CONTEST

(CONTINUED FROM PAGE 50)

Blade, Austin, TX; Carly Mary Cady, Los Angeles, CA; Sarah Christ, Port Washington, NY; David Cobert, Champaign, IL; Karen Daggett, Ft. Riley, KS; D. J. Downing, Dale City, VA; Judith Anne Elam, Charleston AFB, SC; Louise Gates, Seaside, CA; Pamela Geppert, Pocahontas, IL; Rand Lee Gray, Anderson, IN; Martha Hart, Tucson, AZ; James Higgins, Lakewood, OH; Marie Hrinkonich, Jim Thorpe, PA; Judy Lawrence, Huntsville, AL; Paul & Mary Ellen Mangiamiele, Middletown, NY; John T. Moran, Macon, GA; Maureen Nimis, Oxford, OH; Donna Scholl, Mancelona, MI; Tom Senger, Greer, SC; Jeann Valent, Tucson, AZ; J. P. Voro, Fredericksburg, VA; Leslie Woodhouse, Oakland, CA.

—J. K.

### 25 DOES THIS RING A BELL?

1. Bellhop or bellboy
2. Tinker Bell
3. Bellbottoms
4. Barbell or dumbbell
5. "Jingle Bells"
6. Belladonna
7. For Whom the Bell Tolls
8. Queen Isabella
9. Clarabell
10. The Bell Jar
11. Bellicose
12. "Maybellene"
13. Alexander Graham Bell
14. Saul Bellow

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G8-1

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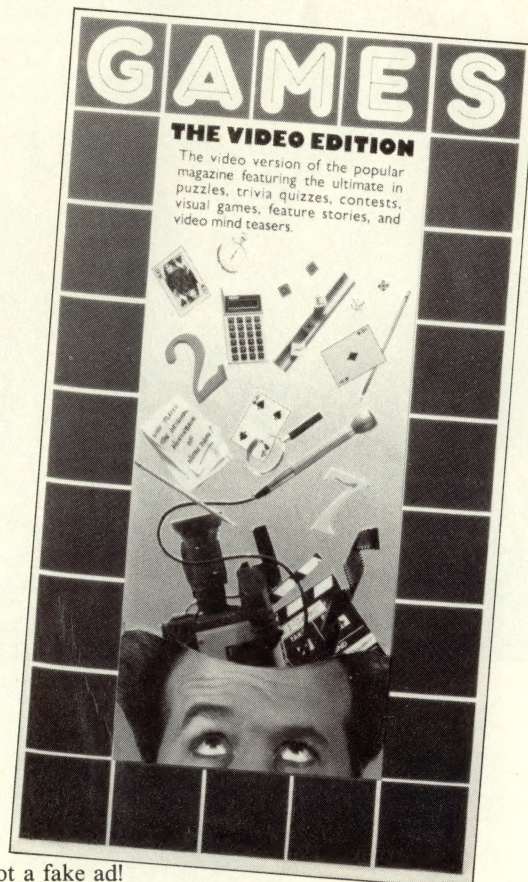
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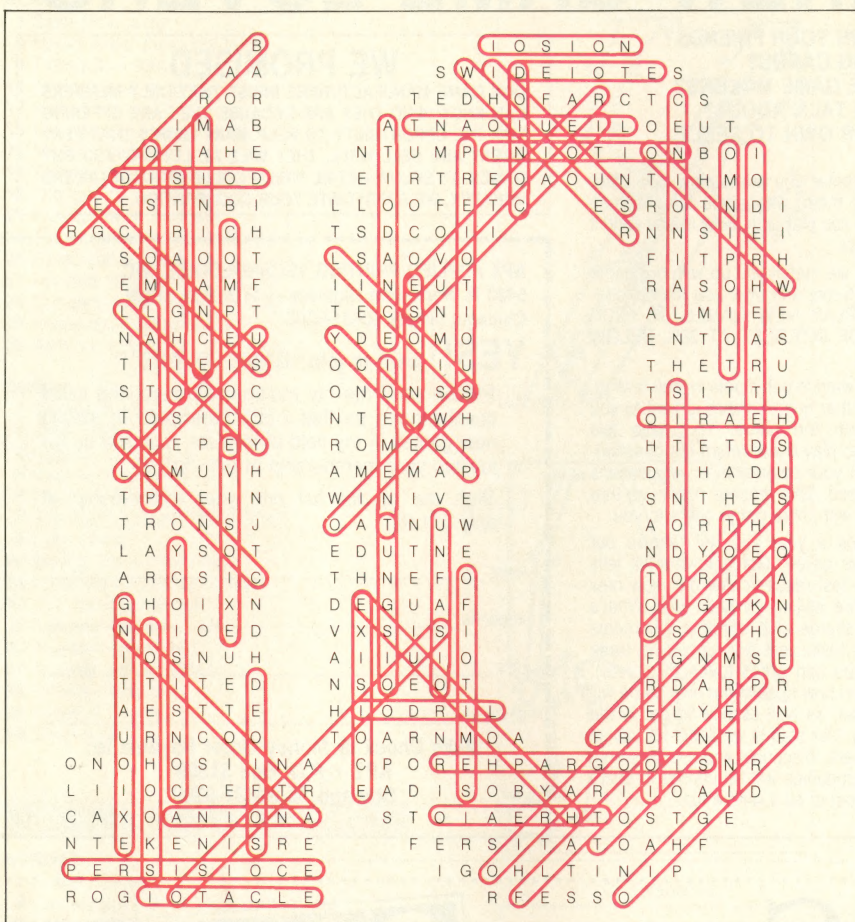
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24 IN 1000 ANSWERS



18 WINGING IT



- |                 |                          |                      |
|-----------------|--------------------------|----------------------|
| 1. Warbler      | 10. Barn owl             | 19. Louisiana heron  |
| 2. Eagle owl    | 11. Spruce grouse        | 20. Greater flamingo |
| 3. Kiwi         | 12. Swallow              | 21. Lovebird         |
| 4. Wood duck    | 13. Bird of paradise     | 22. Ostrich          |
| 5. Loon         | 14. Swan                 | 23. Chickadee        |
| 6. Swift        | 15. Whitethroat          | 24. Dodo             |
| 7. Red flamingo | 16. Ring-necked pheasant | 25. Osprey           |
| 8. Razorbill    | 17. Toucan               | 26. Prairie falcon   |
| 9. Seagull      | 18. Spoonbill            |                      |

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one we gave.

**\* Where's the Catch?** (April/May, page 20). Paul Morgan, of Tombstone, AZ, was the first of many to hook the fish we overlooked in our hidden image puzzle. The missing fish is in the reflection of the cattail plant near the lower right corner.

**\* Enumeration** (Wild Cards, April/May, page 50). What number can go in both blanks to make this statement true?: "To write the numbers ONE to \_\_\_\_\_ inclusive, you must use the letter N exactly \_\_\_\_\_ times." We gave two solutions, THIRTY and THIRTY-ONE; Lisa Smith, of Omaha, NE, found a third: ONE HUNDRED EIGHT.

**\* Grand Chess** (January, page 44). John W. Gordon, of Menlo Park, CA, found an alternative solution to Problem II. Instead of 1. Ca7, he starts with 1. Cb8+. If 1. ... Kd5, then 2. Mf6+, Kc5 3. Cd7 mate. If 1. ... Ke4, then 2. Mf3, Kd5 3. Mg5 mate. (The original problem can be adjusted to avoid the alternative solution by moving the white king to h2 instead of g2.)

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